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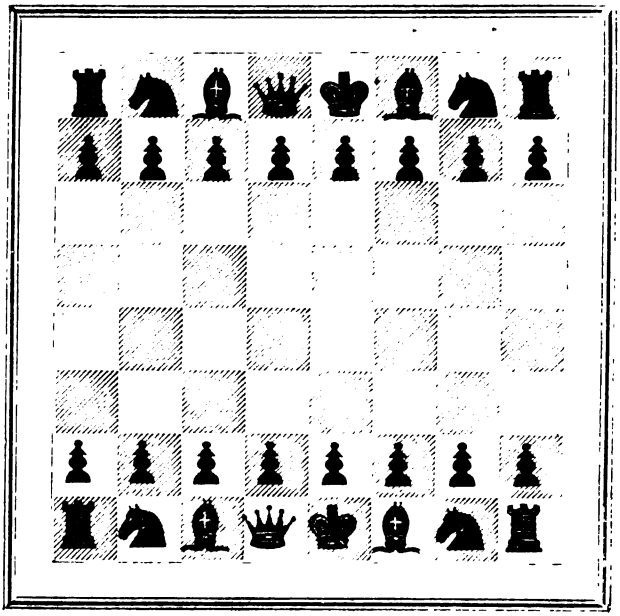
Chess Player's Chronicle.

VOL. IV.



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PREFACE.

AMIDST the rage for novelty of the present day, when periodicals spring up and disappear with a celerity so marvellous that the public can scarcely catch their names, a Magazine which has attained the unusual longevity of nearly two years, may fairly entitle its Editor to the privilege of indulging in a few remarks explanatory of his hopes and future intentions concerning the work intrusted to his management.

At the outset of "THE CHESS PLAYER'S CHRONICLE," it was freely predicted that no candidate for popularity so restricted in interest could ever find supporters enough to keep it on its legs, and the Editor was beset on all sides by arguments in favour of introducing other games to a place in his pages. Strong, however, in reliance upon the increasing influence of his favourite pastime, he determined to try the experiment he had projected, whether Chess, and Chess alone, had stamina enough to give enduring vitality to a well conducted periodical.

Two years' experience has justified the correctness of his anticipations; but it has also taught him that a far higher degree of success may be achieved by some modification of the plan upon which "THE CHRONICLE" was heretofore conducted; and it has been deemed expedient, therefore, to issue the work in Shilling Numbers, once a month,—thus bringing it within the reach of every class where Chess has superseded the frivolous amusements which formerly prevailed, and insuring it from those errors, typographical and

clerical, which have been found inseparable from a work of this description when published at only weekly intervals.

In addition to these alterations, arrangements have been completed to secure the co-operation of many distinguished amateurs, who have hitherto been known in England only by name, and to obtain a various and constant supply of original games by the master players of Europe.

The Editor avails himself of this opportunity to express his grateful acknowledgments to contributors of all countries for the assistance so generously given to "THE CHESS PLAYER'S CHRONICLE," and to solicit a continuance of that support which has earned for it so large a meed of public approbation.

13, *Carey Street, January*, 1843.

ERRATUM.

In Game No. DXVI., p. 9 of the present Number, at Black's 37th move, *read*, Q. takes P. at K. B.'s second.

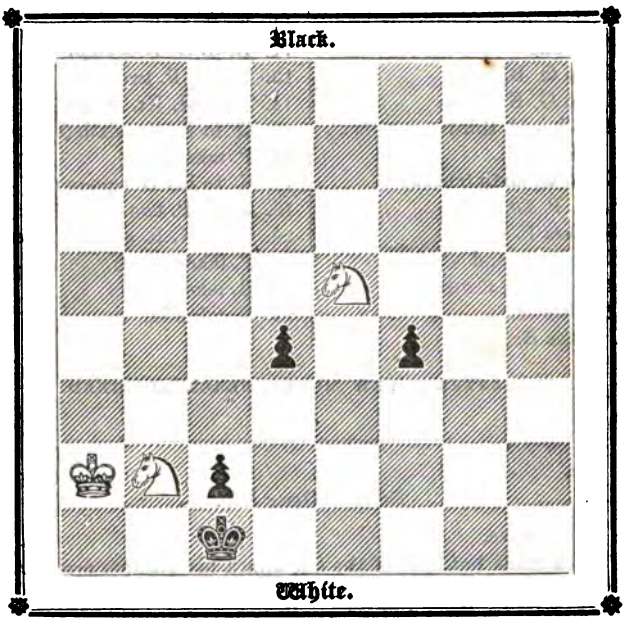
THE

Chess Player's Chronicle.

PROBLEM, No. 153.

By Mr. S. ADAMS.

White to play first, and mate in four moves.



GAME DX.

The following Games were recently played between Messrs. C——E and ST——N.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. one
2. Q. B. P. two	2. Q. B. P. two
3. Q. Kt. to B. third	3. K. B. to Q. third
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. K. B. to Q. third	5. K. Kt. to K. second
6. Q. Kt. to K. second (*a*)	6. K. Kt. to his third
7. Castles	7. Q. Kt. to K. fourth
8. Kt. takes Kt.	8. Kt. takes Kt.
9. Q. to her B. second	9. Q. to K. R. fifth
10. K. B. P. two	10. Kt. to his fifth
11. K. R. P. one	11. K. R. P. two
12. K. P. one	12. B. to Q. B. second
13. Kt. to Q. B. third	13. K. Kt. P. two
14. Kt. to Q. Kt. fifth	14. B. to Q. Kt. square
15. Q. to her B. third	15. Q. to K. Kt. sixth (*b*)
16. P. takes Kt.	16. P. takes P.
17. Kt. to Q. sixth (check)	17. K. to his B. square (*c*)
18. K. B. P. takes P.	18. K. B. P. two
19. B. takes P.	19. Q. to K. R. seventh (check)
20. K. to B. second	20. P. takes B. (*d*)
21. Q. to K. Kt. third	21. B. takes Kt.
22. Q. takes Q.	22. R. takes Q.
23. P. takes B.	

AND AFTER A FEW MOVES, BLACK RESIGNED.

Notes to Game DX.

(*a*) A bad move.

(*b*) Black made but little of the fine attack his position promised; the present move played earlier would have secured the game.

(*c*) By taking the Knight, and then playing Queen to King's Rook's fifth, the second player would have had the better game.

(*d*) Rook to his sixth, we should have preferred.

GAME DXI.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Q. P. two	3. Kt. takes P.
4. Kt. takes P.	4. Q. P. two
5. K. B. to Q. third	5. K. B. to Q. third
6. Q. B. P. two	6. Q. B. P. one
7. Castles	7. B. takes Kt.
8. P. takes B.	8. Castles
9. Q. to her B. second	9. K. B. P. two
10. P. takes P. *en passant*	10. Kt. takes P.
11. Q. Kt. to B. third	11. Q. B. to K. third
12. Q. B. to K. Kt. fifth	12. K. R. P. one
13. B. to K. R. fourth	13. Q. Kt. to Q. second
14. Q. R. to K. square	14. B. to K. B. second
15. Q. Kt. P. one	15. Q. Kt. to Q. B. fourth
16. P. takes P.	16. Kt. takes B.
17. Q. takes Kt.	17. B. takes P.
18. Q. R. to K. third	18. Q. to her second
19. K. R. to K. square	19. Q. to K. Kt. fifth
20. B. to Kt. third	20. Q. R. to Q. square
21. K. R. P. one	21. Q. to her B. square
22. Q. R. to K. seventh	22. B. to K. B. second
23. Q. to K. third	23. K. R. to K. square
24. Q. takes Q. R. P.	24. R. takes R.
25. R. takes R.	25. R. to Q. second
26. R. to K. third	26. Kt. to Q. fifth
27. Kt. takes Kt.	27. B. takes Kt.
28. Q. to her B. fifth	28. Q. to K. B. square
29. Q. to her B. third	29. R. to K. second
30. B. to K. fifth	30. Q. to K. B. fourth
31. K. B. P. two	31. K. Kt. P. two
32. B. to K. R. eighth	32. Q. to her Kt. eighth (check)
33. K. to R. second	33. Q. to K. B. eighth
34. R. to K. Kt. third	34. B. takes K. Kt. P. (*a*)
35. R. takes B.	

AND BLACK ULTIMATELY WON THE GAME.

Note to Game DXI.

(*a*) Instead of this move, White should have taken the King's Bishop's Pawn with his Queen, and the game would then most probably have terminated in a drawn battle.

GAME DXII.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. one
2. Q. B. P. two	2. Q. B. P. two
3. Q. P. one	3. Q. Kt. to B. third
4. Q. Kt. to B. third	4. K. B. to K. second
5. K. B. P. two	5. Q. Kt. P. one
6. K. Kt. to B. third	6. Q. P. one
7. K. B. to K. second	7. Q. B. to Kt. second
8. Castles	8. B. to K. B. third
9. Q. B. to K. third	9. K. B. to Q. fifth
10. B. takes B.	10. P. takes B.
11. Q. Kt. to his fifth	11. K. P. one
12. P. takes P.	12. P. takes P.
13. Q. to K. square	13. Q. R. P. one
14. Q. Kt. to Q. R. third	14. K. Kt. to K. second
15. K. Kt. to his fifth	15. Castles
16. B. to K. Kt. fourth	16. Q. B. to his square
17. B. takes B.	17. Q. R. takes B.
18. Q. to K. Kt. third	18. K. Kt. to his third
19. R. to K. B. second	19. R. to Q. B. second
20. Q. R. to K. B. square	20. Q. to her third
21. Kt. to Q. B. second	21. K. Kt. to B. fifth
22. Kt. to K. R. third	22. K. Kt. to K. third
23. Q. to K. R. fourth	23. K. R. P. one
24. R. to K. B. third	24. Q. Kt. P. one
25. Q. Kt. P. one	25. P. takes P.
26. Q. Kt. P. takes P.	26. R. to Q. Kt. second
27. Q. R. P. one	27. Q. Kt. to K. second
28. K. Kt. P. one	28. Q. Kt. to K. Kt. third
29. Q. to R. fifth	29. Q. R. P. one
30. K. Kt. to B. second (*a*)	30. K. Kt. to K. Kt. fourth
31. R. to K. B. fifth	31. Q. Kt. to K. second
32. K. R. P. two	32. Kt. takes R.
33. K. P. takes Kt.	33. Kt. to K. R. second (*b*)
34. Kt. to K. fourth	34. Q. to her B. third
35. K. B. P. one	35. P. takes P.
36. Q. takes R. P.	36. R. to Q. Kt. third
37. Q. B. P. one (*c*)	37. K. B. P. one
38. Q. to her second	38. P. takes Kt.

BLACK WON THE GAME.

Notes to Game DXII.

(*a*) This is far from a good move.

(*b*) "King's Knight's Pawn one" would have been better play.

(*c*) He should have played his Rook to King's Bishop's fifth, with the view of moving it to King's Rook's fifth next time.

GAME DXIII.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—s.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. B. P. one	4. Q. to K. second
5. Q. P. two	5. B. to Kt. third
6. Q. R. P. two	6. Q. B. P. one
7. Castles	7. Q. B. to K. Kt. fifth
8. Q. Kt. P. one	8. P. takes Q. P.
9. Q. R. P. one	9. K. B. to Q. B. second
10. P. takes P.	10. Q. Kt. to Q. second
11. Q. B. to Q. R. third	11. Q. to K. B. third
12. Q. Kt. to Q. second	12. K. Kt. to K. second
13. Q. to her B. second	13. Castles on K.'s side
14. K. P. one	14. Q. to K. R. third (*a*)
15. Q. R. to K. square	15. K. Kt. to K. B. fifth
16. K. B. to Q. third	16. B. takes Kt. (*b*)
17. B. takes Kt.	17. Q. P. takes P.
18. Kt. takes B.	18. K. P. one
19. R. takes P.	

AND WHITE RESIGNED THE GAME.

Notes to Game DXIII.

(*a*) If White had ventured to take the Pawn, Black, by playing his Queen's Knight to King's fourth, would have won a piece.

(*b*) Badly played.

GAME DXIV.

Between the same Players.

White. (Mr. C—s.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. Q. B. P. two	2. K. B. to Q. B. fourth
3. Q. Kt. to B. third	3. K. Kt. to K. second

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
4. K. B. to Q. third	4. Q. Kt. to B. third
5. K. Kt. to B. third	5. Q. P. one
6. K. R. P. one	6. Q. R. P. one
7. Q. Kt. to Q. fifth	7. K. Kt. to his third
8. K. Kt. P. one	8. Q. Kt. to Q. fifth
9. Q. Kt. P. two	9. B. to Q. R. second
10. Q. B. to Kt. second	10. Q. Kt. to K. third
11. K. R. P. one	11. Q. B. P. one
12. Kt. to K. third	12. B. takes Kt.
13. Q. P. takes B.	13. K. R. P. two
14. Q. to her second	14. Q. R. P. one
15. Q. R. P. one	15. Q. Kt. P. one
16. Q. R. to Q. square	16. P. takes P.
17. P. takes P.	17. Q. R. to his second
18. B. to K. second	18. R. to Q. second
19. Q. to her B. third	19. B. to Q. Kt. second
20. Kt. to K. R. second	20. Q. B. P. one
21. K. B. P. one	21. P. takes Q. Kt. P.
22. Q. takes P.	22. Kt. to Q. B. fourth
23. B. to Q. R. third	23. B. to Q. B. third
24. R. to Q. second	24. R. to Q. R. second (*a*)
25. B. to Q. square	25. Castles
26. Castles	26. Q. R. to his third
27. K. B. to Q. B. second	27. Q. to K. second
28. K. R. to Q. square	28. K. R. to Q. square
29. Q. to B. third	29. Kt. to K. B. square
30. B. takes Q. Kt.	30. Q. Kt. P. takes B.
31. Q. to her third	31. Kt. to K. third
32. K. B. P. one	32. P. takes P.
33. P. to K. fifth	33. K. Kt. P. one
34. K. P. takes P. at K. B. fourth (*b*)	34. Q. P. takes P.
35. Q. to K. second	35. R. takes R.
36. Q. takes R.	36. P. takes K. B. P.

AND WHITE RESIGNED.

Notes to Game DXIV.

(*a*) We should have preferred taking the King's Rook's Pawn with the Knight.

(*b*) This was not well played. It would have been better to have taken the Queen's Pawn.

GAME DXV.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. two
3. Q. Kt. to B. third	3. K. B. to Q. third
4. K. Kt. to K. second	4. Q. Kt. to B. third
5. K. Kt. to his third	5. K. Kt. to K. second
6. B. to K. second	6. Castles
7. Castles	7. Q. Kt. to Q. fifth
8. Q. Kt. to Q. fifth	8. Kt. takes Kt.
9. Q. B. P. takes Kt.	9. K. B. P. two
10. P. takes P.	10. Kt. takes P.
11. Kt. to K. fourth (*a*)	11. B. to K. second
12. Q. P. one	12. Q. P. one
13. K. B. P. two	13. P. takes P.
14. Q. B. takes P.	14. Kt. to Q. fifth
15. K. B. to K. Kt. fourth	15. K. to R. square
16. Q. R. to Q. B. square	16. Q. B. to K. B. fourth
17. B. takes B.	17. Kt. takes B.
18. R. to Q. B. second	18. B. to his third
19. K. to R. square	19. B. to Q. fifth
20. Kt. to K. Kt. fifth	20. Q. to K. B. third
21. Kt. to K. sixth (*b*)	21. Kt. to K. sixth
22. Q. to K. second	22. Kt. takes Q. R.
23. Q. takes Kt.	23. K. Kt. P. two
24. Kt. takes R.	24. P. takes B. (*c*)
25. Kt. to K. sixth (*d*)	25. B. takes Q. Kt. P.
26. R. takes P.	26. Q. to her B. sixth
27. Q. to K. second (*e*)	27. Q. Kt. P. two
28. K. R. P. one	28. Q. R. P. two
29. Q. to K. B. second	29. Q. to B. eighth (check)
30. Q. to B. square	30. Q. takes Q.
31. R. takes Q.	31. Q. Kt. P. one
32. R. to K. B. seventh	32. Q. R. P. one

AND AFTER A FEW MORE MOVES, BLACK RESIGNED.

Notes to Game DXV.

(*a*) "Knight takes Knight," followed by the Bishop to King's Bishop's third, for the purpose of presently playing him to King's fourth, as, in a subsequent game, would have been stronger play.

(*b*) Black played ill here; by placing his Queen at King's Rook's fifth, he would have had a fine attacking position.

(*c*) It must be obvious to any but the very young player, that White would have lost his Queen had he taken the Knight at this moment.

(*d*) In this position, Black had an easy game, and nothing but extreme carelessness could have given the victory to his opponent.

(*e*) Black might have changed Queens, and won without much difficulty.

GAME DXVI.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. K. P. one
3. K. P. one	3. K. Kt. to B. third
4. K. Kt. to B. third	4. B. checks
5. Q. Kt. to B. third	5. Castles
6. Q. B. to Q. second	6. Q. Kt. P. one
7. B. to K. second	7. B. takes Kt.
8. P. takes B.	8. Q. B. to Kt. second
9. P. takes P.	9. B. takes P.
10. Castles	10. Q. R. P. two
11. K. R. P. one	11. Q. Kt. to B. third
12. K. Kt. to R. second	12. Q. Kt. to K. second
13. K. B. P. one	13. B. to Q. Kt. second
14. K. P. one	14. Q. Kt. to K. Kt. third
15. Q. to K. square	15. Q. to K. second
16. B. to K. Kt. fifth	16. K. R. P. one
17. B. takes Kt.	17. Q. takes B.
18. Q. to her second	18. Kt. to K. B. fifth
19. K. to R. square	19. Kt. takes B.
20. Q. takes Kt.	20. B. to Q. R. third
21. Q. to K. third	21. B. takes R.
22. R. takes B.	22. Q. to K. second
23. K. Kt. P. two (*a*)	23. Q. B. P. two
24. K. B. P. one	24. P. takes Q. P.
25. P. takes P.	25. Q. R. to Q. square
26. Kt. to B. third	26. Q. R. to Q. B. square
27. K. B. P. one	27. P. takes P.
28. K. Kt. P. takes P.	28. R. to Q. B. seventh
29. Kt. to K. square	29. R. takes Q. R. P.
30. K. B. P. one	30. Q. to her B. second
31. K. P. one	31. Q. to her B. third (check)
32. Kt. to B. third	32. Q. to K. third
33. Kt. to K. R. fourth	33. Q. to her fourth (check)
34. Kt. to K. B. third	34. K. R. to Q. B. square
35. K. R. to K. Kt. square	35. K. Kt. P. one

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
36. K. P. one (*b*)	36. K. to R. second (*c*)
37. P. takes K. B. P.	37. R. to K. square
38. Q. to K. fourth	38. R. to K. square
39. Q. to K. R. fourth	39. K. R. to K. seventh
40. Q. to B. fourth (*d*)	40. Q. R. to Q. B. seventh
41. R. to K. Kt. fourth (*e*)	41. K. Kt. P. one
42. Q. to B. fifth (check)	42. K. to R. square
43. Q. P. one	43. Q. to her B. second

AND WHITE ABANDONED THE GAME.

Notes to Game DXVI.

(*a*) From this point, the game is remarkably well played by both parties.

(*b*) Finely played.

(*c*) If Black had taken the King's Pawn, either with his Queen or Pawn, he would have lost the game.

(*d*) The following variation shows, that if White had checked with his Knight, he must have lost immediately.

White.	*Black.*
40. Kt. (checks)	40. K. to his Kt. square
41. Kt. to B. third (best)	41. R. to K. R. seventh (check)
42. Kt. takes R.	42. Q. to her fourth (check), &c.

(*e*) This is a singularly well planned move, White now threatening to take the King's Rook's Pawn with his Queen, and then to mate next move.

GAME DXVII.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two (*a*)	2. K. P. two
3. Q. Kt. to B. third	3. K. B. to Q. third
4. Q. P. one	4. K. Kt. to K. second
5. K. B. to K. second	5. Q. Kt. to B. third
6. K. Kt. to B. third	6. Castles
7. Q. Kt. to Q. fifth	7. Q. Kt. to Q. fifth
8. Kt. takes Kt.	8. Q. B. P. takes Kt.
9. Castles	9. Kt. takes Kt.
10. Q. B. P. takes Kt.	10. K. B. P. two
11. P. takes P.	11. R. takes P.
12. B. to K. B. third	12. R. to K. B. square
13. B. to K. fourth	13. K. Kt. P. one

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
14. Q. to K. Kt. fourth (*b*)	14. Q. to K. B. third
15. Q. B. to K. Kt. fifth	15. Q. to K. Kt. second
16. Q. R. to Q. B. square	16. Q. Kt. P. one
17. K. B. P. two (*c*)	17. K. R. P. one
18. P. takes K. P.	18. R. takes R. (check) (*d*)
19. R. takes R.	19. B. takes P. (*e*)
20. P. to Q. sixth	20. R. to Q. Kt. square (*f*)
21. K. B. to Q. fifth (check)	21. K. to R. square
22. Q. B. to K. seventh	22. B. takes K. R. P. (check)
23. K. to R. square	

AND WHITE ABANDONED THE GAME.

Notes to Game DXVII.

(*a*) We prefer this move to playing King's Bishop's Pawn at the present juncture.

(*b*) Threatening to take the King's Knight's Pawn with his Bishop next move, to follow that by taking Pawn with Queen (check), and afterwards to take the adverse King's Bishop.

(*c*) By the advance of this Pawn, Black opens his game, and brings his pieces to bear with great force upon the adverse King.

(*d*) If, instead of exchanging Rooks, White had taken the Pawn with his Queen, attacking the King's Rook's Pawn, he would have lost the game in a few moves.

(*e*) White appears to have had no better move; play as he could, the game was lost.

(*f*) Had he taken the Bishop, Black must have gained the Queen at once, or mated him in five moves.

GAME DXVIII.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. K. P. one
3. K. P. one	3. Q. B. P. two
4. P. takes P.	4. B. takes P.
5. P. takes P.	5. P. takes P.
6. K. Kt. to B. third	6. K. Kt. to B. third
7. K. B. to K. second	7. Q. Kt. to B. third
8. Q. Kt. to B. third	8. Q. B. to K. third
9. Castles	9. Castles

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
10. K. R. P. one	10. Q. to K. second
11. Q. R. P. one	11. Q. R. P. one
12. Q. Kt. P. two	12. K. B. to Q. third
13. Q. Kt. P. one	13. Q. Kt. to K. fourth
14. K. Kt. to Q. fourth	14. K. R. to Q. B. square
15. Q. B. to Kt. second	15. Q. Kt. to Q. B. fifth
16. K. B. takes Kt.	16. K. R. takes B.
17. P. takes Q. R. P.	17. P. takes P.
18. Q. Kt. to K. second	18. Q. R. to Q. B. square
19. Q. to her third	19. Kt. to K. fifth
20. Kt. takes Q. B.	20. K. B. P. takes Kt.
21. Q. R. to Q. B. square	21. Q. to K. R. fifth
22. R. takes R.	22. R. takes R.
23. Kt. to Q. fourth	23. Kt. to K. Kt. fourth
24. K. P. one (*a*)	24. Q. to K. B. fifth
25. K. Kt. P. one	25. Kt. takes R. P. (check)
26. K. to Kt. second	26. Q. to K. Kt. fifth
27. Kt. takes K. P.	27. Q. takes Kt.
28. K. P. one	28. B. to Q. B. fourth (*b*)
29. R. to K. R. square	29. Kt. to K. Kt. fourth
30. K. B. P. two	30. Kt. to K. fifth
31. K. B. P. one	31. Q. takes K. B. P.
32. Q. takes P. (check)	32. Q. to K. B. second
33. Q. to her eighth (check)	33. Q. to K. B. square
34. Q. to her fifth (check)	34. K. to R. square (*c*)

AND WHITE RESIGNED THE GAME.

Notes to Game DXVIII.

(*a*) Had White, instead of this move, taken the King's Pawn with his Knight, (a mode of play which would have given him the advantage, if Black then took the Knight,) he would have been mated in three moves.

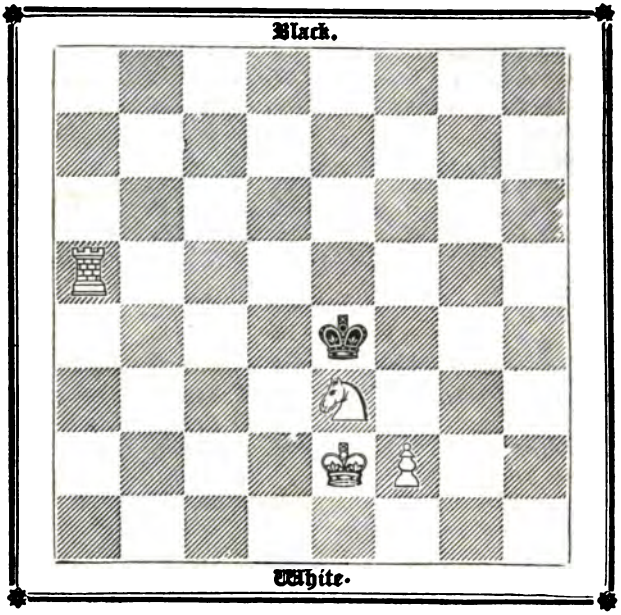
(*b*) The young player will observe, that Black must have lost a piece by taking this Pawn.

(*c*) This game is well played, and will repay the examination learners may bestow upon it.

PROBLEM, No. 154.

By Mr. KLING.

White, playing first, mates in three moves.



GAME DXIX.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. one
3. K. B. P. two	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. Q. P. one
5. K. B. to K. second	5. K. B. to K. second
6. Castles	6. K. B. to his third
7. Q. Kt. to B. third	7. Q. Kt. P. one
8. Q. P. one	8. B. to Q. Kt. second
9. B. to K. third	9. K. B. takes Q. Kt.
10. P. takes B.	10. K. Kt. to K. second
11. K. R. P. one	11. K. R. P. one
12. Q. R. to Q. Kt. square	12. Q. to her second
13. K. to R. second	13. Castles on Q.'s side
14. Q. P. one	14. Q. Kt. to Q. R. fourth

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
15. Q. to her B. second	15. K. B. P. two
16. K. P. one	16. K. Kt. P. two
17. P. takes Q. P.	17. Q. takes P.
18. Q. P. takes Q. B. P.	18. Q. Kt. P. takes P.
19. Kt. to K. fifth	19. K. R. to his second
20. Q. R. to Kt. fifth	20. B. to K. fifth
21. Q. to her Kt. second	21. K. Kt. P. one
22. B. takes Q. B. P.	22. K. Kt. P. one (check)
23. K. to his Kt. square	23. Q. to her B. second
24. Q. to her R. third	24. K. Kt. to Q. B. third
25. Kt. takes Kt.	

AND BLACK WON THE GAME IN A FEW MOVES.

GAME DXX.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. P. two
3. Kt. takes P.	3. Q. to K. second
4. Q. P. two	4. K. B. P. one
5. Q. Kt. to B. third (*a*)	5. P. takes Kt.
6. Kt. takes Q. P.	6. Q. to her third
7. P. takes P.	7. Q. takes P.
8. K. B. to Q. third	8. K. B. to Q. third
9. K. B. P. two	9. Q. to K. third
10. K. B. P. one	10. Q. to K. fourth (*b*)
11. Q. B. to B. fifth	11. Q. takes Q. Kt. P.
12. B. takes B.	12. P. takes B.
13. Kt. to Q. B. seventh (check)	13. K. to Q. square
14. Kt. takes Q. R.	14. Q. Kt. P. one
15. Castles	15. B. to Q. Kt. second
16. B. to Q. B. fourth	16. Q. to K. fourth
17. B. to Q. fifth	17. K. to Q. B. square
18. Q. R. P. two	18. Q. Kt. to B. third
19. Q. R. to Kt. square	19. B. takes Kt.
20. Q. R. P. one	20. K. to B. second
21. Q. R. to Kt. fifth	21. Q. Kt. to Q. fifth (*c*)
22. P. takes P. (check)	22. P. takes P.
23. Q. to her third	23. Kt. takes R.
24. Q. to B. fourth (check)	24. K. to Kt. square
25. Q. takes Kt.	25. Q. to her fifth (check)
26. K. to R. square	26. B. takes B. (*d*)
27. Q. to K. eighth (check)	27. K. to B. second

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
28. P. takes B.	28. Kt. to K. B. third
29. Q. takes R.	29. Kt. to K. Kt. fifth
30. K. R. P. one	30. Kt. to K. B. seventh (check)
31. R. takes Kt.	31. Q. takes R.
32. Q. takes K. Kt. P. (check)	

AND BLACK SPEEDILY ABANDONED THE GAME.

Notes to Game DXX.

(*a*) White obtained a fine attack by this sacrifice; but ordinary skill and attention on the part of his opponent, must have turned the tables against him in a few moves.

(*b*) By playing Queen to King's Bishop's second, Black might now have parried the attack, and brought his pieces into action.

(*c*) So many obvious opportunities occur during this game for the second player to win it, that it is scarcely possible to avoid thinking he wilfully omitted to avail himself of the advantages presented. He should here have checked with his Queen and exchanged Queens.

(*d*) Instead of taking the Bishop, he should have played the Knight to King's second.

GAME DXXI.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. one
2. Q. B. P. two	2. Q. B. P. two
3. K. B. to Q. third	3. Q. Kt. to B. third
4. K. Kt. to K. second	4. K. Kt. to K. second
5. Q. Kt. to B. third	5. K. Kt. to his third
6. K. B. P. two	6. Q. Kt. to Q. fifth
7. Castles	7. Q. P. one
8. Q. Kt. P. one	8. K. B. to K. second
9. Kt. takes Kt.	9. P. takes Kt.
10. Kt. to K. second	10. Castles
11. Q. B. to Kt. second (*a*)	11. K. B. to his third
12. K. to R. square	12. K. P. one
13. K. B. P. one	13. Kt. to K. second
14. K. Kt. P. two	14. Kt. to Q. B. third
15. Q. R. P. one	15. K. B. to K. R. fifth
16. Kt. to K. Kt. square	16. Q. Kt. P. one
17. Kt. to K. R. third	17. Q. B. to Q. Kt. second
18. Q. to K. B. third	18. K. R. P. one
19. K. R. to K. Kt. square	19. K. B. P. one

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
20. K. R. to Kt. second	20. Q. R. P. one
21. Q. Kt. P. one	21. Q. R. to Q. B. square
22. Q. R. to K. Kt. square	22. Q. R. to B. second
23. K. B. to K. second	23. Kt. to K. second
24. Q. P. one	24. Q. Kt. P. one
25. P. takes P.	25. P. takes P.
26. K. B. to Q. square (*b*)	26. K. to R. square
27. K. B. to Q. Kt. third	27. P. to Q. fourth
28. Kt. to K. B. second	28. K. B. to Kt. fourth
29. P. takes P.	29. Kt. takes P.
30. B. takes Kt.	30. B. takes B.
31. Kt. to K. fourth	31. Q. to Q. R. square
32. K. R. to K. second	32. K. R. to Q. B. square
33. Q. R. to K. Kt. second	33. Q. to R. fifth
34. K. R. P. two	34. B. takes R. P.
35. K. to R. second	35. B. to K. Kt. fourth
36. K. to R. third	36. Q. R. to B. seventh
37. R. takes R.	37. R. takes R.
38. R. takes R.	38. Q. takes R.

AND WHITE RESIGNED THE GAME.

Notes to Game DXXI.

(*a*) If White had taken the offered Pawn, he must have lost a piece.

(*b*) In our opinion, "Queen's Bishop to his square," would have been a much better move.

GAME DXXII.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. one
2. Q. B. P. two	2. Q. B. P. two
3. Q. Kt. to B. third	3. K. B. to K. second
4. K. B. to Q. third	4. K. B. to B. third
5. K. Kt. to K. second	5. K. Kt. to K. second
6. Castles	6. Q. Kt. to B. third
7. Q. R. P. one	7. K. Kt. to his third
8. K. B. P. two	8. Q. P. one
9. K. Kt. to his third	9. B. checks
10. K. to R. square	10. K. P. one
11. Q. Kt. to Q. fifth	11. K. P. takes P.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
12. Kt. takes P.	12. Kt. takes Kt.
13. R. takes Kt.	13. K. B. to K. fourth
14. R. to K. B. square	14. Castles (*a*)
15. Q. to K. R. fifth	15. Q. Kt. to Q. fifth
16. Q. R. to Q. Kt. square	16. Kt. to K. third
17. Kt. to K. second	17. K. Kt. P. one
18. Q. to K. R. sixth	18. B. to K. Kt. second
19. Q. to K. third	19. Q. to K. R. fifth
20. Q. to K. Kt. third	20. Q. to R. fourth
21. Q. to B. third	21. Q. to R. third
22. K. B. to Q. B. second	22. B. to K. fourth
23. Kt. to K. Kt. third	23. Kt. to Q. fifth
24. Q. P. one	24. Q. to K. R. fifth

AND WHITE LOST THE GAME.

Note to Game DXXII.

(*a*) Instead of Castling, Black might have played Queen to the King's Rook's fifth, with advantage; because, if his opponent had then moved his Queen also to King's Rook's fifth, Black would have won at least a piece, *e. g.*—

White.	*Black.*
	Q. to K. R. fifth
Q. to K. R. fifth	B. takes Kt.
Q. takes K. B. P. (check)	K. to Q. square
K. R. P. one	Q. B. takes K. R. P., and Black wins easily.

GAME DXXIII.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. B. P. one	4. Q. to K. second
5. Q. R. P. two	5. Q. R. P. two
6. Q. P. two	6. P. takes P.
7. Castles	7. Q. B. to K. Kt. fifth
8. Q. B. P. takes P.	8. B. takes Kt.
9. Q. takes B.	9. B. takes P.
10. K. P. one	10. Q. Kt. to B. third
11. P. takes P.	11. P. takes P.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
12. Q. B. to K. Kt. fifth	12. K. Kt. to B. third (*a*)
13. Q. Kt. to B. third	13. B. takes Q. Kt.
14. Q. takes B.	14. Castles on K. side
15. K. R. to K. square	15. Q. to her square
16. Q. R. to Q. square	16. K. R. P. one
17. B. takes Kt.	17. Q. takes B.
18. Q. takes Q.	18. P. takes Q.
19. R. takes Q. P.	19. Kt. to K. fourth
20. B. to Q. R. second	20. K. to Kt. second
21. K. R. P. two	21. K. R. to K. square (*b*)
22. K. R. to K. third	22. Kt. to K. Kt. fifth (*c*)
23. R. takes R.	23. R. takes R.
24. K. Kt. P. one	24. R. to K. seventh
25. R. to Q. seventh	25. R. takes Q. Kt. P.
26. R. takes K. B. P. (check)	26. K. to Kt. third
27. B. to K. sixth	27. Kt. takes K. B. P.
28. R. to Q. B. seventh	28. Q. Kt. P. one
29. K. Kt. P. one	29. Kt. checks
30. K. to B. square	30. Kt. to K. B. fifth
31. B. to K. B. fifth (CHECKMATE).	

Notes to Game DXXIII.

(*a*) If White had taken the Bishop, his opponent by taking the King's Bishop's Pawn, and then the Queen's Knight's Pawn, with his Queen, would have obtained a winning superiority.

(*b*) With the view to win the Rook by checking with the Knight.

(*c*) Well played.

GAME DXXIV

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. B. P. one	4. Q. to K. second
5. Q. P. two	5. K. B. to Q. Kt. third
6. Castles	6. Q. B. P. one
7. Q. R. P. two	7. K. R. P. one
8. Q. Kt. P. one	8. Q. B. to K. Kt. fifth
9. Q. B. to Q. R. third	9. B. takes Kt.
10. Q. takes B.	10. K. Kt. to B. third

Black. (Mr. St—n.)	*White.* (Mr. C—r.)
11. Q. R. to his second	11. Castles
12. Q. P. takes P.	12. Q. takes P.
13. Q. R. to K. second	13. Q. Kt. to Q. second
14. Q. to K. R. third	14. Q. R. P. two
15. K. to R. square	15. Q. Kt. to Q. B. fourth
16. Q. Kt. to Q. second	16. Q. R. to K. square
17. K. B. P. two	17. Q. to K. R. fourth
18. Q. takes Q.	18. Kt. takes Q.
19. K. P. one	19. Q. P. one
20. B. takes Kt.	20. B. takes B.
21. B. to Q. third	21. K. Kt. P. one
22. K. B. P. one	22. Kt. P. takes P.
23. B. takes P.	23. Kt. to Kt. second
24. K. Kt. P. two	24. Q. R. to K. second
25. Kt. to K. B. third	25. K. R. to K. square
26. K. R. to K. square	26. K. to B. square
27. K. R. P. two	27. Kt. to K. third
28. B. takes Kt.	28. P. takes B.
29. K. to Kt. second	29. K. to Kt. second
30. Kt. to Q. fourth	30. B. takes Kt.
31. P. takes B.	31. Q. R. to K. B. second
32. K. R. to K. B. square	32. K. R. to K. B. square
33. R. takes R. (check)	33. R. takes R.
34. R. to K. B. second	34. R. takes R. (check)
35. K. takes R.	

DRAWN GAME.

GAME DXXV.

Between Messrs. Taverner and St——n, the latter giving the Pawn and move.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. T—r.)	*White.* (Mr St—n.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one (*a*)	3. Q. B. to K. B. fourth
4. Q. B. P. one	4. K. P. one
5. K. B. to Q. third	5. K. Kt. to K. second
6. Q. B. to K. Kt. fifth	6. Q. to her second
7. K. Kt. to K. second	7. K. R. P. one
8. Q. B. to K. third	8. K. Kt. P. two
9. K. Kt. to his third	9. Castles on Q. side
10. B. takes B.	10. Kt. takes B.
11. Kt. takes Kt.	11. P. takes Kt.
12. K. B. P. two	12. B. to K. second

Black. (Mr. T—R.)	*White.* (Mr. ST—N.)
13. K. Kt. P. one	13. K. R. to K. Kt. square
14. K. R. to B. square	14. Q. R. to K. B. square
15. Q. to her third	15. P. takes P.
16. B. takes P.	16. B. to K. Kt. fourth
17. Q. Kt. to Q. second	17. Kt. to Q. square
18. Kt. to Q. Kt. third	18. Q. Kt. P. one
19. Castles	19. Kt. to K. third
20. Q. R. to Q. second	20. K. to Kt. square
21. Q. R. to K. B. second	21. B. takes B. (check)
22. P. takes B.	22. K. R. to Kt. fifth
23. Kt. to Q. R. square	23. Q. B. P. two
24. Q. Kt. P. one	24. Q. B. P. one
25. P. takes P.	25. P. takes P.
26. Q. to her Kt. square (*b*)	26. Q. to her B. third
27. Kt. to B. second	27. R. to Kt. seventh
28. Kt. to Kt. fourth	28. Q. to her Kt. second
29. Q. P. one	29. R. takes R.
30. R. takes R.	30. Q. to K. Kt. second
31. Q. to her B. second	31. Kt. to Q. B. fourth
32. Kt. to B. sixth (check)	32. K. to Kt. second
33. R. to K. Kt. second	33. Q. to K. B. second
34. K. P. one	34. Q. to her B. second
35. Kt. to K. fifth	35. R. to Q. square
36. R. to Q. second	36. Kt. to K. fifth
37. R. to Q. fourth	37. Q. Kt. P. one
38. Q. R. P. two	38. R. to K. Kt. square
39. K. to Kt. second	39. Q. to her B. fourth
40. Kt. to Q. seventh	40. Q. to B. second
41. P. takes P.	41. Q. takes K. B. P.
42. Kt. to B. fifth (check)	42. K. to Kt. third
43. Kt. takes Kt.	43. P. takes Kt.
44. R. takes P. at K. fourth (*c*)	44. Q. to K. B. eighth
45. R. to K. second	45. R. to Kt. eighth
46. K. to R. third	46. Q. to R. eighth (check)

AND BLACK ULTIMATELY WON THE GAME.

Notes to Game DXXV.

(*a*) This is a better move than checking with the Queen and then taking the Queen's Pawn.

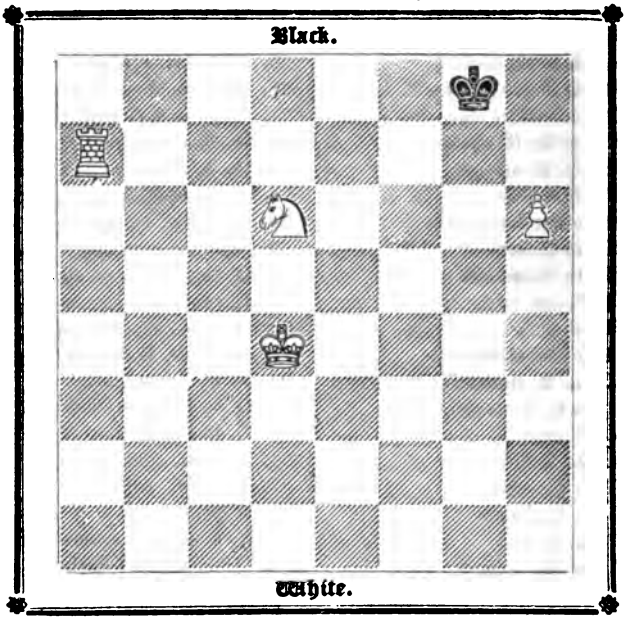
(*b*) A very good move.

(*c*) The position is curious; Black appears to have a very much better game than his opponent, but we doubt whether with the best play he could have done more than make a drawn battle of it.

PROBLEM, No. 155.

By Dr. BLEDOW, of Berlin.

White, playing first, is to mate with his Rook in four moves, with the Pawn in five moves, and with the Knight in six moves.



GAME DXXVI.

Between the same Players, Mr. ST——N giving the Pawn and move.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. T—R.)	*White.* (Mr. ST—N.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. to K. B. fourth
4. Q. B. P. one	4. K. P. one
5. K. B. to Q. third	5. K. Kt. to K. second
6. Q. B. to K. Kt. fifth	6. Q. to her second
7. K. Kt. to K. second	7. K. R. P. one
8. Q. B. to K. third	8. Q. B. to K. R. second
9. B. takes B.	9. R. takes B.
10. Q. to her third	10. K. Kt. P. one
11. K. Kt. to his third	11. K. R. to B. second
12. Q. Kt. to Q. second	12. Castles

Black. (Mr. T—R.)	*White.* (Mr. ST—N.)
13. Q. Kt. P. two	13. K. Kt. to B. fourth
14. Kt. takes Kt.	14. Kt. P. takes Kt.
15. K. Kt. P. one	15. K. R. P. one
16. K. B. P. two	16. B. to K. second
17. Q. R. P. two	17. K. R. P. one
18. B. to K. B. second	18. R. to K. Kt. second
19. Q. R. P. one	19. B. takes Q. Kt. P.
20. P. takes B.	20. Kt. takes Q. Kt. P.
21. Q. to her Kt. third	21. Q. to her Kt. fourth
22. Q. R. to his third	22. Q. to her B. third (*a*)
23. Q. to her B. third	23. Kt. to B. seventh (check)
24. K. to Q. square	24. Kt. takes R.
25. Q. takes Kt.	25. K. to Kt. square
26. P. takes K. R. P.	26. K. R. to K. Kt. seventh
27. B. to Kt. third	27. Q. to Kt. fourth
28. R. to K. square	28. Q. R. P. one
29. R. to K. third	29. Q. R. to Q. B. square (*b*)
30. K. to Q. B. second	30. Q. to B. fifth (check)
31. Q. to B. third	31. Q. to R. seventh (check)
32. K. to Q. third	

AND WHITE MATES IN TWO MOVES.

Notes to Game DXXVI.

(*a*) Threatening to check with his Queen at her Bishop's eighth, if Black took the Knight.

(*b*) For the purpose of effectively advancing his Queen's Bishop's Pawn two squares.

GAME DXXVII.

Between the same Players, Mr. ST——N giving the Pawn and move.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. T—R.)	*White.* (Mr. ST—N.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. B. P. two
3. Q. B. P. one	3. P. takes P.
4. P. takes P.	4. K. B. checks
5. Q. Kt. to B. third	5. Kt. to K. second
6. K. B. to Q. third	6. Castles
7. K. Kt. to K. second	7. Q. Kt. to B. third
8. Q. R. P. one	8. B. to Q. R. fourth
9. Q. B. to K. third	9. Q. R. P. one

Black. (Mr. T—R.)	*White.* (M. St—N.)
10. Castles	10. Q. Kt. P. two
11. Q. Kt. P. two	11. B. to Q. Kt. third
12. K. B. P. two	12. Q. P. one
13. K. R. to B. third	13. K. P. one
14. K. B. P. takes P.	14. R. takes R.
15. P. takes R.	15. Q. P. takes P.
16. Q. B. to K. Kt. fifth	16. Kt. takes Q. P.
17. K. to Kt. second	17. Q. to her second
18. Kt. takes Kt.	18. B. takes Kt.
19. Q. R. to Q. B. square	19. Kt. to K. Kt. third
20. Kt. to Q. fifth	20. K. R. P. one
21. R. takes B. (check)	21. R. takes R.
22. Q. to her Kt. third (*a*)	22. K. to R. second
23. B. to Q. second	23. Q. to K. B. second
24. K. B. P. one	24. Kt. to R. fifth (check)
25. K. to Kt. third	25. Q. to R. fourth (*b*)
26. K. B. to Q. Kt. square	26. R. to Q. B. sixth (check)
27. Q. takes R. (*c*)	27. B. takes Q.
28. B. takes B.	28. P. takes P. (check)
29. K. to B. second	29. Q. to her eighth

AND BLACK ABANDONED THE GAME.

Notes to Game DXXVII.

(*a*) If Black at this point had moved his Knight to Queen's Knight's sixth, attacking the adverse Queen and Rook, White could not have taken the Knight without losing his Queen, but by playing his Queen to her Bishop's second, he would have gained at least "the exchange."

(*b*) Threatening to mate in two moves, by first playing the Queen to King's Bishop's sixth (check), and then moving the Bishop to King's Bishop's seventh square.

(*c*) It is clear that Black would have been mated, as shown in the preceding note, if he had taken the Rook with any other piece.

GAME DXXVIII.

Between the same Players, Mr. St——N giving the Pawn and move.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. T—R.)	*White.* (Mr. St—N.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. K. P. two
3. P. takes P.	3. Kt. takes P.
4. K. B. P. two	4. Kt. to B. second

Black. (Mr. T—R).	*White.* (Mr. ST—N.)
5. K. B. to Q. B. fourth	5. K. Kt. to R. third
6. K. Kt. to B. third	6. K. B. to Q. B. fourth
7. Q. to her third	7. Q. B. P. one
8. B. to K. third	8. B. takes B.
9. Q. takes B.	9. Castles
10. B. to Q. Kt. third	10. Q. P. two
11. K. P. one	11. K. Kt. to his fifth
12. Q. to her fourth	12. Q. Kt. to K. R. third
13. Q. B. P. two	13. Q. Kt. to K. B. fourth
14. Q. to her second	14. Q. P. one
15. Q. B. P. one (discovering check)	15. K. to R. square
16. Q. Kt. to R. third	16. Q. Kt. P. one
17. P. takes P.	17. Q. R. P. takes P.
18. Castles on Q. side	18. Q. B. P. one
19. K. Kt. to his fifth	19. Q. R to his second
20. Q. Kt. to his fifth	20. Q. R. to K. second
21. K. R. P. one	21. K. Kt. to K. sixth
22. Q. R. to K. square	22. Q. B. P. one
23. B. to Q. B. second	23. K. R. P. one
24. K. Kt. to K. fourth	24. B. to Q. Kt. second
25. K. Kt. P. two	25. K. Kt. takes B.
26. P. takes Q. Kt.	26. Kt. takes R.
27. R. takes Kt.	27. B. takes K. Kt.
28. R. takes B.	28. Q. to her fourth
29. Kt. to Q. sixth	29. Q. P. one
30. R. takes Q. B. P.	30. K. R. to Q. square
31. R. to Q. B. third	31. R. takes Kt.
32. P. takes R.	32. Q. to K. R. eighth (check)
33. Q. to her square	33. R. to K. eighth
34. R. takes Q. P.	34. Q. to her B. third (check)
35. K. to Q. second	35. R. takes Q. (check)
36. K. takes R.	36. Q. to her R. fifth (check)
37. Q. Kt. P. one	37. Q. to K. fifth
38. K. to Q. B. second	38. Q. to her B. third (check)
39. K. to Q. second	39. Q. to her second
40. Q. R. P. two	40. K. to Kt. square
41. Q. Kt. P. one	41. K. to B. second
42. Q. R. P. one	42. P. takes P.
43. P. takes P.	43. Q. takes double P.
44. Q. P one	44. Q. takes Q. R. P. (check)
45. K. to his third	45. Q. to her square

AND WHITE ULTIMATELY WON THE GAME.

GAME DXXIX.

Between the same Players, Mr. ST——N giving the Pawn and move.

(Remove White's King's Bishop's Pawn from the board.)

Black. (Mr. T—R.)	*White.* (Mr. ST—N.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. B. P. two
3. Q. to K. R. fifth (check)	3. K. Kt. P. one
4. Q. to K. fifth	4. K. Kt. to B. third
5. Q. B. to K. Kt. fifth	5. B. to K. second
6. Q. P. one	6. Q. P. one
7. K. B. checks	7. K. to his B. second
8. Q. to K. B. fourth	8. K. P. one
9. Q. to K. third	9. Q. R. P. one
10. Q. B. takes Kt.	10. B. takes B.
11. K. B. to K. second	11. K. R. to K. B. square
12. K Kt. to B. third	12. K. to Kt. second
13. K. R. P. two	13. Q. B. to K. Kt. fifth
14. K. Kt. to his fifth	14. B. takes Kt.
15. P. takes B.	15. B. takes B.
16. K. takes B.	16. R. to K. B. fifth
17. Kt. to Q. second	17. Q. takes P.
18. Kt. to K. B. third	18. Q. to K. second
19. K. Kt. P. one	19. R. to K. Kt. fifth
20. R. to K. R. sixth	20. Q. Kt. to Q. second
21. Q. R. to K. R. square	21. Q. R. to K. R. square
22. K. R. to his fourth	22. Kt. to B. third
23. Q. to R. sixth (check)	23. K. to Kt. square
24. Kt. to K. Kt. fifth	24. Q. to K. Kt. second
25. Q. takes Q. (check)	25. K. takes Q.
26. R. takes R.	26. Kt. takes R.
27. Kt. to K. sixth (check)	27. K. to B. second
28. K. B. P. one	28. Kt. to B. third
29. K. Kt. P. one	29. K. R. P. two
30. K. Kt. P. one	30. Kt. to Q. second
31. R. to K. R. fourth	31. K. to his second
32. K. B. P. one	32. P. takes P.
33. Kt. takes K. B. P.	33. Kt. to K. fourth
34. Kt. to Q. third	34. Kt. takes Kt.
35. P. takes Kt.	35. R. to K. B. square
36. Q. R. P. one	36. Q. Kt. P. two
37. Q. Kt. P. two	37. P. takes P.
38. P. takes P.	38. K. to Q. second
39. Q. P. one	39. K. to Q. B. second
40. K. to his third	40. R. to K. B. eighth
41. R. to K. R. second	41. R. to K. eighth (check)

Black. (Mr. T—R.)	*White.* (Mr. ST—N.)
42. R. to K. second	42. R. takes R. (check)
43. K. takes R.	43. K. R. P. one (*a*)
44. K. P. one	44. K. R. P. one
45. K. to K. B. second	45. K. R. P. one
46. K. to Kt. second	46. K. R. P., becoming a Q. (ch.)
47. K. takes Q.	47. Q. R. P. one
48. Q. Kt. P. takes P.	48. Kt. P. one
49. R. P. one	49. Kt. P. one
50. R. P. one (*b*)	50. K. to Q. R. second
51. P. takes Q. P.	51. Kt. P. one

BLACK RESIGNED.

Notes to Game DXXIX.

(*a*) This is a position of singular interest, and admits of great variety in the method of playing the Pawns: with the very best play on both sides, we think the game would terminate in a drawn battle.

(*b*) He should have taken the Queen's Pawn, checking.

PROBLEMS FOR YOUNG PLAYERS.

No. 143.—By Mr. C. T.

This position occurred in play.

White.	*Black.*
K. at his Kt.'s sixth	K. at his third
R. at Q. B.'s square	Pawns at Q.'s fourth, and at Q.'s fifth
Kt. at Q. Kt.'s fifth	
Pawn at Q.'s third	

White, playing first, mated his adversary in four moves.

No. 144.—By Mr. W. C.

White.	*Black.*
K. at Q. R.'s second	K. at Q. Kt.'s second
Q. at her sixth	Q. at K.'s seventh
R. at K. Kt.'s eighth	
Pawn at Q. Kt.'s second	

White to play, and mate with his Pawn in six moves, without capturing the Black Queen.

No. 145.—By Mr. M'G——E.

White.	*Black.*
K. at Q. B.'s third	K. at Q.'s fourth
R. at Q. R.'s sixth	Kt. at Q. B.'s fourth

White.	*Black.*
B. at Q. R.'s fourth	Pawns at K.'s third, Q.'s second,
Kt. at Q. B.'s fourth	Q.'s sixth, and at Q. B.'s
Kt. at Q. Kt.'s third	second
Pawns at K.'s fifth, and Q.'s	
second	

White, playing first, mates in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in the last Number of Vol. III.

No. 141.

White.	*Black.*
1. Kt. to Q. Kt.'s sixth	1. K. to his square
2. Kt. to K. Kt.'s sixth	2. K. to Q.'s square
3. R. to K. B.'s seventh	3. K. to his square
4. R. to K. B.'s eighth (CHECK-MATE).	

No. 142.

White.	*Black.*
1. K. P. one (check)	1. K. to Q. B.'s square
2. K. to Q. B.'s sixth	2. K. to Kt.'s square
3. K. to Kt.'s sixth	3. Kt. to B.'s square, or (A)
4. B. to K. B.'s fifth (check)	4. K. to Kt.'s square
5. Q. R. P. one	5. K. to R.'s square
6. B. to Q.'s seventh	6. K. to Kt.'s square
7. R. P. one (check)	7. K. to R.'s square
8. B. MATES.	

(A)

White.	*Black.*
	3. K. to R.'s square
4. R. P. one	4. K. to Kt.'s square
5. B. to K. B.'s fifth	5. K. to R.'s square
6. B. to Q.'s seventh, &c., as above	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In the last Number of Volume III.

No. 151.

White.	*Black.*
1. Q. to K.'s fourth	1. K. takes Q.
2. R. to Q.'s square	2. Black must advance one of his Pawns
3. R. to Q.'s fourth (CHECKMATE.)	

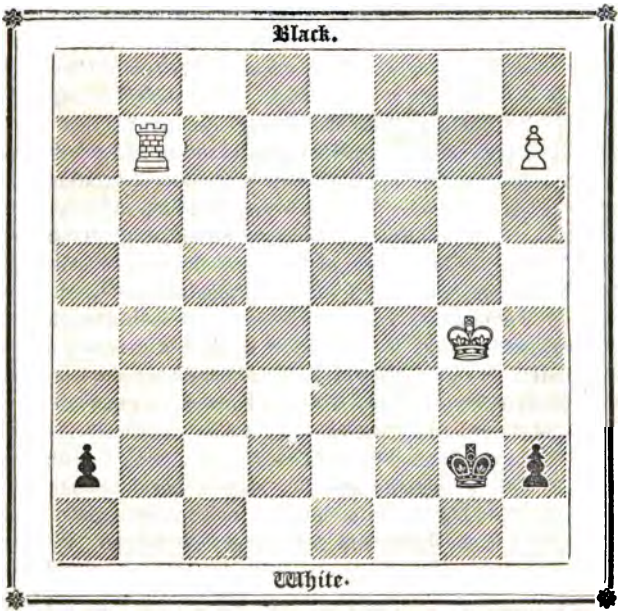
No. 152.

White.	*Black.*
1. Q. to K. Kt.'s fifth	1. K. takes Q.
2. Kt. P. one	2. R. P. one
3. Kt. to B.'s seventh (check)	3. K. to R.'s fourth
4. P. one (CHECKMATE).	

PROBLEM, No. 156.

By Mr. M'G——Y.

White, having the move, undertakes to obtain a winning position in four moves, and to mate without advancing his Pawn.



CORRESPONDENCE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

Sir.—In a former Number of the "CHESS PLAYER'S CHRONICLE," among the Notices to Correspondents, there is an intimation of a wish on your part to learn the "general opinion of your readers respecting the introduction of studies for Polish and common Draughts into the next volume of the "CHRONICLE." Towards supplying the information thus desired, I am only able to offer the opinion of the individual addressing you, as I am not acquainted with the other subscribers to your periodical in this city; but the opinion which, invited as above, I venture to communicate, is decidedly adverse to the change contemplated. The mere abandonment throughout the Second Volume, of that portion of the former title which headed the left-hand pages of the First, "*The British Miscellany*," has I doubt not been very acceptable to all sincere and thorough lovers of our pre-eminently noble game, so unapproachable in its superiority; and the omission in the last volume of those miscellaneous essays unconnected with Chess, which, in conformity with the above style, sometimes found room in its predecessor, I am confident finds favour also in their eyes. After two years, I trust, successful experience of the sufficiency of Chess, and Chess only, to interest the increasing fraternity of Chess-players scattered throughout the kingdom, neither you, Sir, nor the Publisher will, I hope, be easily persuaded that it can be necessary to eke out its interest by alloying the genuine ore with other and baser matter. Before "THE CHESS PLAYER'S CHRONICLE," condescends to commence a rivalry with "*Bell's Life*," in bagatelle and universality, it should at least be clearly ascertained that our most famous game has at length ceased to yield beautiful and novel combinations to its scientific cultivators; that its legitimate illustration has been exhausted and overworked, and can no longer afford topics for the discourse or investigation of its enthusiastic admirers. Surely, until all this has been established, there can be no need of forsaking the well conceived plan of a periodical, devoted exclusively and with singleness of purpose to the elucidation and improvement of the great game. I should much fear, that if this singleness of view be once given up, and a diversity of inferior objects entertained, the quality as well as quantity of the Chess department would speedily suffer; and should the magazine experience a consequent flatness of sale, this well-planned Chess experiment, as I must think it, if once abandoned by its present enterprising publisher, would hardly meet with a second patron. Such a consummation, without flattery to you, Sir, would be a serious loss to all amateurs.

As the pen is in my hand, and some paper left me, you will perhaps excuse the suggestion of some topics which have occasionally, in turning

over your numbers, seemed to me well adapted to the pages of "THE CHRONICLE." Would not sketches of celebrated players, with critiques upon their styles of play, be a very legitimate subject for a series of papers, and every way agreeable if well executed? Some account, too, might perhaps be put together from scattered hints of the progress and prevalence of Chess in different countries at different times, with a comparison between its past condition and present state.

The styles of different countries might be agreeably and profitably compared. Biographical notices of eminent and finished players, I do not mean flashy articles, such as may be seen in other magazines, but accurate in substance and dates, would certainly be well received. Some articles on Chess Bibliography would doubtless be desirable also. Reviews of Chess Publications should likewise find a place, I think, amongst your pages.

I have perhaps occupied you longer than I am entitled to have done without apology, and will now conclude; assuring you that I am a constant and weekly reader of, and warm well-wisher to, "THE CHESS PLAYER'S CHRONICLE."

A DUBLIN SUBSCRIBER.

EDITOR'S SCRAP WALLET.

Mrs. Postans, in her "Western India," speaking of Bombay and its environs, says:—

"Professional Chess-players are less common than might be supposed; but some of the Moslems play a scientific and good game. I have never found them object to our pieces, notwithstanding the use of any images is forbidden by the precepts of the Koran. Most good players prefer not looking at the board, and some are sufficient adepts to conduct two games at the same time. Others place a ring on any pawn selected by their antagonist, and give checkmate with the same.

"The Philidor of Western India is a Hindoo, called Ramdass, a native of Kattiwar. This man plays his *best* game without looking at the board, and as he sits in a corner of the room, it is curious to hear him muttering over the chances of the game, and reasoning with himself on the consequences of his moves. If a false step is made by his adversary, Ramdass immediately detects it, and enumerates with ease, and in correct succession, the previous moves of both parties; when arrived at that which he is satisfied he can follow up with one of his ingenious mates, Ramdass patiently awaits his adversary's move, and then springing from the ground, instantly fixes on the required piece, and drops it on the effective square, with a smile of triumph and a monosyllable, "bus" (enough) that 'tis hard to bear.

"Ramdass told me he played Chess at nine years old; his countenance is heavy and his eyes apparently weighed down by intense thought. With constant practice and a good memory, a student of Chess, previously well acquainted with its scientific principles, might, he averred, acquire his method of playing without a board, in six months."

CHESS INTELLIGENCE.

A MATCH of Chess by correspondence, for the sum of £100, has just been commenced between the leading Players of Paris, and some Amateurs, headed by MM. Szen and Löwenthal, of Pesth, in Hungary. When sufficiently advanced to be of interest to our readers, the Games will appear in "THE CHRONICLE," accompanied with notes, critical and explanatory, by the Editor.

The Chess *Parties*, between Messrs. St—n and C—e, which have recently excited so much attention in the British Chess circles, terminated a few days since in favour of the former, who won fourteen out of the eighteen games played. A Match is now on the tapis to be played by Mr. St—n and Mr. Daniels; Mr. S. giving the odds of a Pawn and move each game.

From *Le Palamède* we learn that the celebrated Des Chappelles has reappeared as a Champion in the Parisian lists, having lately played five games with M. St. Amant, upon the following terms, viz.—

In the first game M. des Chappelles gave his Queen's Rook in exchange for two Pawns and the first move.

In the second game, M. St. Amant gave the Queen's Rook in exchange for five Pawns and the move.

In the third game, M. des Chappelles gave the Pawn and two moves.

In the fourth game, M. des Chappelles gave his Queen in exchange for six Pawns and the move.

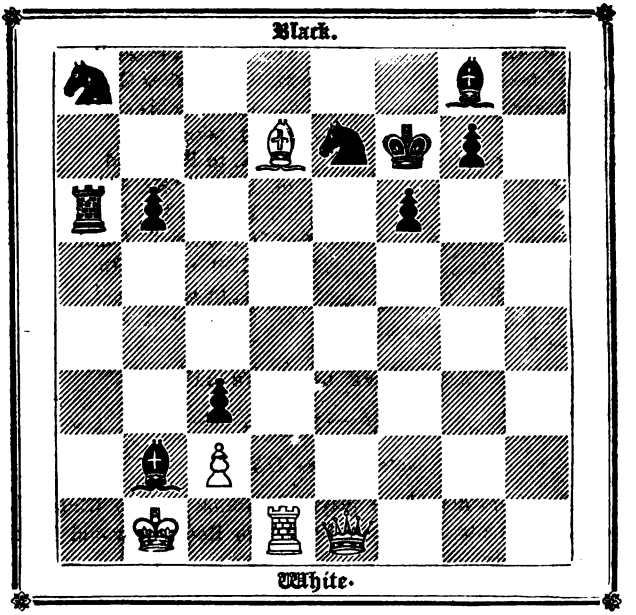
And in the fifth, M. St. Amant gave the Queen, receiving nine Pawns and the move in exchange.

These *parties* occupied three sittings of about two hours each, and ended to the advantage of M. des Chappelles, who was a winner of three of the five games. From the peculiar nature of the odds, this contest is not calculated to afford anything like a satisfactory indication of the players' strength, nor to impart much of amusement or instruction to amateurs in general, and we have therefore the less to regret at finding that one only of the games has been preserved. It is to be hoped, however, that the nineteen games which are reported to have been played by MM. Calvi and Kiéseritzki, and which are doubtless legitimate Chess, have not been consigned to oblivion with the less interesting eccentricities of M. des Chappelles.

PROBLEM, No. 157.

By M. A. ANDERSSEN, of the Breslau Chess Club.

White to play, and mate in five moves.



GAME DXXX.

Between VON H——D and another distinguished Amateur of Berlin.

White. (VON H—D.)	*Black.* (M.—.)
1. K. P. two	1. K. P. one
2. Q. B. P. two	2. Q. B. P. two
3. Q. Kt. to B. third	3. Q. Kt. to B. third
4. K. B. P. two	4. K. Kt. P. one
5. K. Kt. to B. third	5. K. B. to K. Kt. second
6. K. B. to K. second	6. Q. R. P. one
7. Q. P. one	7. K. Kt. to B. third
8. Q. B. to K. third	8. Q. Kt. P. one
9. Castles	9. Castles
10. Q. R. P. one	10. K. Kt. to his fifth
11. Q. B to Q. second	11. K. B. P. two
12. K. R. P. one	12. Kt. to K. B. third
13. P. takes P.	13. K. P. takes P.
14. Q. R. to Q. Kt. square	14. K. Kt. to K. R. fourth

White. (Von H—d.)	*Black.* (M. —.)
15. K. to R. second	15. K. Kt. to B. third
16. Q. Kt. P. two	16. Q. P. one
17. K. Kt. to his fifth	17. K. R. P. one
18. K. B. to his third	18. Q. P. one
19. Q. Kt. takes Q. P.	19. K. R. P. takes Kt.
20. Kt. takes Kt. (check)	20. Q. takes Kt.
21. Q. Kt. P. one	21. Q. R. P. takes P.
22. Q. B. P. takes P.	22. Q. R. takes Q. R. P.
23. Q. B. to his square	23. Q. R. to his eighth
24. R. takes R	24. Q. takes R.
25. Q. to Kt. third (check)	25. K. to R. second
26. P. takes Kt.	26. P. to K. Kt. fifth
27. P. takes P.	27. P. takes P.
28. K. B. to K. fourth	28. Q. to her R. fourth
29. K. to Kt. third	29. K. B. to Q. fifth
30. Q. to her fifth	30. K. to Kt. second
31. R. to K. R. square	31. Q. to her R. second (*a*)
32. B. takes K. Kt. P.	

AND BLACK LOST THE GAME.

Note to Game DXXX.

(*a*) Black should here have played his Rook also to King's Rook's square, and if White had taken Rook with Rook, he would have been mated immediately.

GAME DXXXI.

Between the same Players.

White. (M. —.)	*Black.* (Von H—d.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. to Q. B. fourth
5. Castles	5. Q. P. one
6. Q. B. P. one	6. P. takes P.
7. Kt. takes P.	7. K. Kt. to K. second
8. Q. B. to K. B. fourth	8. Castles
9. Q. R. P. one	9. Q. B. to K. Kt. fifth
10. K. R. P. one	10. B. takes Kt.
11. Q. takes B.	11. K. Kt. to his third
12. Q. to K. Kt. third	12. K. to R. square
13. Q. R. to Q. square	13. K. B. P. two

White. (M. —.)	*Black.* (Von H—d.)
14. Q. B. to K. Kt. fifth	14. Q. to her second
15. P. takes P.	15. Q. takes P.
16. K. B. to Q. third	16. Q. to K. fourth
17. Q. to Kt. fourth	17. K. Kt. to B. fifth
18. K. B. to K. fourth	18. Q. Kt. to Q. fifth
19. Q. R. to K. square	19. Q. Kt. to K. third
20. Q. B. to K. R. fourth	20. K. R. P. two
21. Q. to K. Kt. third	21. K. Kt. P. two
22. K. B. takes Q. Kt. P.	22. K. Kt. P. takes Q. B.
23. Q. takes P.	23. B. takes K. B. P. (check)
24. Q. takes B.	24. Kt. takes R. P. (check)
25. P. takes Kt.	25. R. takes Q.
26. R. takes Q.	26. R. takes R. (check)
27. K. takes R.	27. R. to K. B. square (check)
28. K. to his second	28. P. takes R.

BLACK WON THE GAME.

GAME DXXXII.

Mr. St——n gives his Queen's Rook to Mr. W——ll, of the London Chess Club.

Remove Black's Queen's Rook from the board.

Black. (Mr. St—n.)	*White.* (Mr. W—.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. Kt. P. two	3. B. takes Q. Kt. P.
4. K. B. P. two	4. Q. P. two
5. B. takes Q. P.	5. K. Kt. to B. third
6. Q. B. P. one	6. Kt. takes B.
7. P. takes Kt.	7. B. to Q. third
8. K. Kt. to B. third	8. P. takes P.
9. Castles	9. Q. B. to K. Kt. fifth
10. Q. P. two	10. Castles
11. Q. B. P. one	11. Q. B. P. two
12. Q. Kt. to B. third	12. P. takes P.
13. Q. Kt. to K. fourth	13. K. B. P. two
14. Kt. takes B.	14. Q. takes Kt.
15. Q. takes P.	15. B. takes Kt.
16. R. takes B.	16. Q. Kt. to B. third
17. Q. to her B. third	17. Q. to B. fifth (check)
18. K. to R. square	18. Kt. to Q. fifth
19. B. to R. third	19. Q. to her Kt. third
20. B. to Kt. second	20. Q. R. to K. square

Black. (Mr. St—n.)	*White.* (Mr. W—.)
21. K. R. P. one	21. R. to K. fifth
22. R. to Q. third	22. R. checks
23. Q. takes R.	23. Q. takes B.
24. Q. to her square	24. Kt. to K. seventh
25. R. to Q. second	25. Kt. checks
26. K. to R. second	26. Q. takes R.

AND BLACK RESIGNED.

GAME DXXXIII.

Played between Mr. C——e and Captain Evans.

White. (Mr. C—e.)	*Black.* (Capt. Evans.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. R. P. two	4. K. Kt. P. one
5. Kt. to K. fifth	5. K. R. P. two
6. K. B. to Q. B. fourth	6. R. to his second
7. Kt. takes K. B. P.	7. R. takes Kt.
8. B. takes R. (check)	8. K. takes B.
9. Q. P. two	9. K. B. to R. third
10. B. takes P.	10. B. takes B.
11. Castles	11. Q. takes K. R. P.
12. R. takes B. (check)	12. K. Kt. to B. third
13. K. P. one	13. Q. P. two
14. R. takes Kt. (check)	14. K. to Kt. second
15. Q. to her second	15. Q. Kt. to Q. second
16. Q. to R. third (check)	

BLACK RESIGNED.

GAME DXXXIV.

Played between Messrs. C——e and St——n.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. B. to Q. B. fourth	2. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. P. two	4. B. takes P.
5. Kt. takes B.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. Q. to K. third	7. K. Kt. to K. second
8. Castles	8. Q. Kt. to B. third

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
9. K. B. P. two	9. Castles
10. Q. Kt. to B. third	10. Q. R. P. one
11. K. to R. square	11. K. to R. square
12. B. to Q. third	12. Q. to K. R. fifth
13. Q. B. to Q. second	13. K. B. P. two
14. K. R. to B. third	14. P. takes P.
15. B. takes P.	15. Q. B. to Q. second
16. Kt. to K. second	16. B. to K. Kt. fifth
17. R. to K. Kt. third	17. Q. P. one
18. K. B. to his third	18. B. to Q. second
19. Q. to Q. Kt. third	19. Q. to K. B. third
20. B. takes Q. P.	20. Kt. takes B.
21. Q. takes Kt.	21. B. to K. third
22. Q. to her B. fifth	22. K. R. to K. B. second
23. B. to Q. B. third	23. Q. to K. B. fourth
24. Q. to K. third	24. Q. to Q. fourth
25. R. to K. Kt. fifth	25. Q. to her second
26. Kt. to K. Kt. third	26. K. to Kt. square
27. R. to K. square	

AND, IN A FEW MOVES, WHITE RESIGNED.

GAME DXXXV.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. Q. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. K. P. two
4. K. B. P. two	4. Q. Kt. to B. third
5. K. Kt. to B. third	5. K. Kt. to B. third
6. Q. to K. second (*a*)	6. K. B. to K. second
7. Castles	7. Q. P. one
8. Kt. to Kt. fifth	8. Castles
9. P. takes P.	9. P. takes P.
10. Q. to K. B. third	10. K. R. P. one
11. Kt. takes K. B. P. (*b*)	11. R. takes Kt.
12. Q. to K. Kt. third	12. Kt. to Q. R. fourth
13. B. takes R. (check)	13. K. takes B.
14. Q. takes K. P.	14. Kt. to Q. B. fifth
15. Q. to K. R. fifth (check)	15. K. to Kt. square
16. Q. to K. second	16. Kt. to K. fourth
17. B. to K. B. fourth	17. Q. P. one
18. Q. to her second	18. K. Kt. takes K. P.
19. Q. to K. square	19. B. to Q. B. fourth (check)

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
20. K. to R. square	20. Q. to her fifth
21. Q. Kt. to B. third (*c*)	21. Q. B. to K. B. fourth
22. B. takes Kt.	22. Kt. to B. seventh (check)
23. R. takes Kt.	23. Q. takes R.
24. Q. takes Q.	24. B. takes Q.
25. P. takes P.	25. B. takes P.
26. R. to Q. square	26. R. to K. square
27. R. takes B.	27. R. takes B.

DRAWN GAME.

Notes to Game DXXXV.

(*a*) White would have played imprudently in taking the King's Pawn.
(*b*) This move ought to have lost the game.
(*c*) Very cleverly played.

GAME DXXXVI.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. B. P. two
2. Q. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. P. two
4. K. B. to Q. B. fourth	4. K. Kt. to B. third
5. K. Kt. to Kt. fifth	5. Q. P. two
6. P. takes P.	6. K. R. P. one (*a*)
7. K. Kt. to B. third	7. Q. B. to K. Kt. fifth
8. K. R. P. one	8. Q. to her B. second
9. P. takes B.	9. Q. takes B.
10. Kt. takes K. P.	10. Q. takes Q. P.
11. Castles	11. B. to Q. third
12. B. to K. B. fourth	12. Castles
13. R. to K. square (*b*)	13. R. to K. square
14. Q. B. P. two	14. Q. to Q. R. fourth (*c*)
15. B. to Q. second	15. Q. to her B. second
16. Kt. to Q. third	16. R. takes R. (check)
17. B. takes R.	17. Q. takes P.
18. Q. to K. B. third	18. Q. Kt. to B. third
19. B. to Q. second	19. R. to K. square
20. P. to K. Kt. fifth (*d*)	20. P. takes P.
21. B. takes P.	21. Q. Kt. to Q. Kt. fifth (*e*)
22. B. to K. B. fourth	22. B. takes B.
23. Kt. takes B.	23. Q. to her B. eighth (check)
24. K. to R. second	24. Q. takes Q. Kt. P.

AND WHITE RESIGNED.

Notes to Game DXXXVI.

(*a*) The opening of this game is interesting, and is very well played by the second player. If, instead of dislodging the adverse Knight, he had taken the Queen's Pawn, White would have taken the King's Bishop's Pawn with the Knight, and have gained a decisive advantage in position.

(*b*) "Queen's Bishop's Pawn two," would have improved White's game.

(*c*) A good move.

(*d*) Had he taken the King's Rook's Pawn with his Bishop, and followed that move by taking the King's Knight with his Queen, Black would have mated him immediately.

(*e*) Black might also have secured the game thus:—

White.	*Black.*
	Q. takes Kt.
Q. takes Q.	R. to K.'s eighth (check)
Q. to K. B. square	B. to K. R. seventh (check)
K. takes B.	R. takes Q.

Locking up White's pieces for the remainder of the game.

GAME DXXXVII.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. B. P. two
2. Q. P. two	2. P. takes P.
3. Q. takes P.	3. Q. Kt. to B. third
4. Q. to her square	4. K. P. two
5. K. B. to Q. B. fourth	5. K. Kt. to B. third
6. K. Kt. to B. third	6. B. to Q. B. fourth
7. Castles	7. Castles
8. B. to K. Kt. fifth	8. B. to K. second
9. Q. Kt. to B. third	9. Q. P. one
10. Q. to K. second	10. Q. B. to K. Kt. fifth
11. Q. to K. third	11. B. takes Kt.
12. Q. takes B.	12. Q. Kt. to Q. fifth
13. Q. to her third	13. K. Kt. to Q. second
14. B. takes B.	14. Q. takes B.
15. Q. Kt. to Q. fifth	15. Q. to K. R. fifth
16. Q. Kt. P. two	16. K. Kt. to B. third
17. Kt. takes Kt. (check)	17. Q. takes Kt.
18. K. B. P. two	18. P. takes P.
19. Q. R. to Q. square	19. Kt. to Q. B. third
20. Q. takes P.	20. Q. to her B. sixth
21. Q. to her B. fifth (*a*)	21. Q. to K. B. third

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
22. R. to Q. sixth	22. Q. to K. R. fifth
23. R. to Q. seventh	23. Q. R. to Q. square
24. R. takes R.	24. Q. takes R.
25. R. takes P.	25. Q. to her seventh
26. K. Kt. P. one	26. Q. R. P. one (*b*)
27. Q. R. P. one (*c*)	27. Kt. Kt. P. one
28. Q. to her fifth	28. Q. to B. eighth (check)
29. R. to K. B. square	29. Q. to K. sixth (check)
30. K. to Kt. second	30. Kt. to Q. square
31. K. P. one	31. Q. takes Q. R. P.
32. K. P. one	32. Kt. takes K. P.
33. Q. takes Kt. P.	33. Kt. to Q. square
34. Q. to K. fourth	34. Q. to R. fifth
35. R. to B. sixth	35. R. to K. square
36. Q. to her third	36. Q. takes P.
37. B. takes Q. R. P.	37. Kt. to K. third
38. B. to B. fourth	38. R. to Q. square
39. B. to Q. fifth	39. Q. to her Kt. seventh (*d*)
40. R. takes Kt.	

AND BLACK ABANDONED THE GAME.

Notes to Game DXXXVII.

(*a*) Well played.

(*b*) It would have been bad play for Black to have taken the Queen's Knight's Pawn.

(*c*) "Queen's Bishop's Pawn one," would have been a better move.

(*d*) But for this untoward oversight, Black might at least have made a drawn game.

GAME DXXXVIII.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. P. two	4. B. takes P.
5. Kt. takes B.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. Q. to K. third	7. K. Kt. to K. second
8. Q. Kt. to B. third	8. Castles
9. Castles	9. Q. Kt. to B. third
10. K. B. P. two	10. Q. to her fifth

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
11. B. to Q. Kt. third	11. Q. B. to K. third
12. Kt. to Q. Kt. fifth	12. Q. takes Q. (check)
13. B. takes Q.	13. K. R. to Q. B. square
14. K. B. P. one	14. B. takes B.
15. Q. R. P. takes B.	15. Q. R. P. one
16. Q. Kt. to B. third	16. K. B. P. one
17. K. Kt. P. two	17. K. R. P. one
18. K. R. P. two	18. K. to B. second
19. K. Kt. P. one	19. R. P. takes P.
20. P. takes P.	20. P. takes P.
21. B. takes P.	21. K. Kt. to his square
22. Kt. to Q. fifth	22. K. Kt. to B. third
23. B. takes Kt.	23. P. takes B.
24. K. to B. second	24. R. to K. R. square
25. R. to K. R. square	25. Kt. to K. second
26. Kt. takes Q. B. P.	26. Q. R. to Q. B. square
27. R. takes K. R.	27. R. takes R.
28. R. to Q. B. square (*a*)	28. R. to Q. B. square
29. Kt. to K. sixth	29. Q. P. one (*b*)
30. K. to K. third	30. P. takes P.
31. K. takes P.	31. R. to K. R. square
32. Kt. to K. B. fourth	32. R. to K. R. fifth
33. R. to Q. square	33. R. to K. R. seventh
34. Q. B. P. one	34. R. takes Q. Kt. P.
35. R. to Q. seventh	35. Q. Kt. P. one
36. Kt. to Q. fifth	36. R. to K. seventh (check)
37. K. to Q. third	37. R. to K. fourth
38. Kt. takes Kt. (*c*)	38. R. takes Kt.
39. R. to Q. sixth	39. R. to K. fourth
40. R. takes Q. Kt. P.	40. Q. R. P. one (*d*)
41. Q. B. P. one	41. R. takes K. B. P.
42. K. to Q. fourth	42. K. to his second
43. Q. B. P. one	43. K. to Q. second
44. R. to Q. R. sixth	44. R. to K. B. fifth (check)
45. K. to Q. fifth	45. R. to B. fourth (check)
46. K. to B. fourth	46. R. to B. fifth (check)
47. K. to Kt. fifth	47. R. to Q. Kt. fifth (check)

DRAWN GAME.

Notes to Game DXXXVIII.

(*a*) Having gained a Pawn and the command of the board, Black from this point ought to have won without much difficulty.

(*b*) Well played; if Black had taken this Pawn, his opponent, by

taking the King's Bishop's Pawn, would have released his King and drawn the game easily.

(*c*) Instead of so playing, he should have supported his Knight with the Queen's Bishop's Pawn.

(*d*) The latter portion of this game is ingeniously played by Mr. C—e.

GAME DXXXIX.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. P. two (*a*)	4. B. takes P.
5. Kt. takes B.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. Q. to K. third	7. K. Kt. to K. second
8. Q. Kt. to B. third	8. Q. B. to K. third
9. K. B. to Q. third	9. Castles
10. K. B. P. two	10. Q. Kt. to B. third
11. K. B. P. one	11. B. to Q. second
12. Castles	12. Kt. to K. fourth
13. Q. to K. Kt. third	13. K. R. P. one
14. Q. B. to K. third	14. Kt. takes K. B.
15. P. takes Kt.	15. K. to R. square
16. Q. Kt. to K. second	16. Q. B. P. two
17. Kt. to K. B. fourth	17. Q. to K. fourth
18. Q. R. to Q. square (*b*)	18. B. takes P. (*c*)
19. Q. B. to Q. second	19. B. to K. R. second
20. K. R. P. two (*d*)	20. Q. takes Q. Kt. P.
21. K. R. to B. second	21. Q. to K. fourth
22. Q. R. to Q. B. square	22. Kt. to Q. B. third
23. Q. to K. Kt. fourth	23. K. B. P. two
24. P. takes P.	24. Q. takes P.
25. Q. to K. Kt. third	25. Kt. to Q. fifth
26. Q. R. to K. B. square	26. K. R. to B. third
27. K. R. P. one	27. K. to Kt. square
28. B. to K. third (*e*)	28. Q. to K. fourth
29. B. takes Kt.	29. Q. takes B.
30. K. to R. square	30. Q. R. to K. B. square
31. Kt. to K. sixth	31. R. takes R. (*f*)
32. R. takes R.	32. Q. to her R. eighth (check)
33. K. to R. second	33. R. takes R.
34. Q. takes R.	34. Q. to K. fourth (check)
35. Kt. to B. fourth	35. B. takes P.

AND BLACK RESIGNED.

Notes to Game DXXXIX.

(*a*) This is a fine attacking move; it brings Black's pieces immediately into play, and affords him an early opportunity of throwing forward his King's Bishop's Pawn.

(*b*) Black gives up his winning position, by this and the preceding feeble move.

(*c*) Well played.

(*d*) Bishop to Queen's Bishop's third would have been much stronger play.

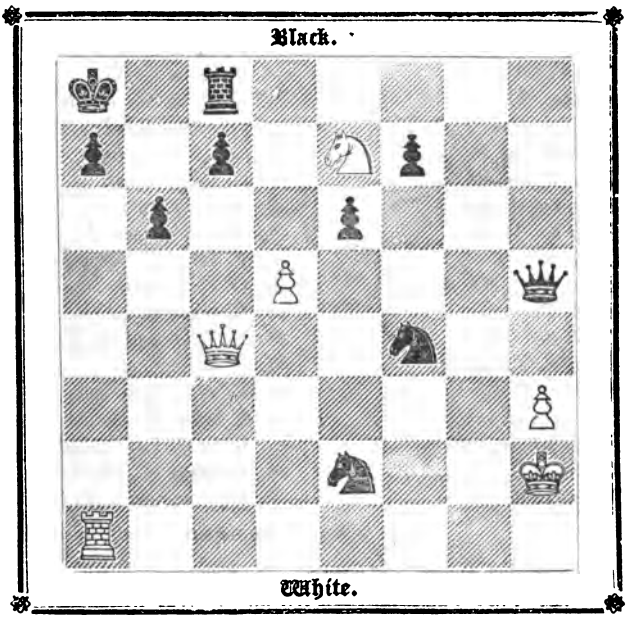
(*e*) But for the threatened check of White's Knight, his opponent might now have regained the superiority of situation which he threw away a few moves earlier.

(*f*) White rightly left his Queen to be taken, knowing he must obtain more than an equivalent for her.

PROBLEM, No. 158.

By M. A. ANDERSSEN.

White to play, and mate in five moves.



GAME DXL.

Between Captain EVANS and one of the leading Metropolitan Players.

White. (Capt. EVANS.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. Q. B. P. one (*a*)	2. K. Kt. to B. third (*b*)
3. Q. P. two	3. Q. P. two
4. Q. B. to K. Kt. fifth	4. Q. P. takes K. P.
5. Q. to her R. fourth (check)	5. B. to Q. second
6. Q. to her Kt. third	6. K. B. to Q. third
7. B. takes Kt.	7. K. Kt. P. takes B.
8. Q. takes Q. Kt. P.	8. Kt. to Q. B. third
9. Q. P. one	9. Q. R. to Kt. square
10. Q. to her R. sixth	10. R. to Q. Kt. third
11. Q. to K. second	11. Kt. to K. second
12. Q. B. P. one	12. Kt. to K. B. fourth
13. Q. Kt. P. one	13. Kt. to Q. fifth
14. Q. to her second	14. B. to K. B. fourth
15. Q. to her square	15. K. B. to Q. Kt. fifth (check)
16. Kt. to Q. second	16. P. to K. sixth
17. P. takes P.	17. Kt. to Q. B. seventh (check)
18. K. to his second	18. B. to K. Kt. fifth (check)
19. K. Kt. to B. third	19. Kt. takes Q. R.
20. Q. takes Kt.	20. B. takes Q. Kt.
21. K. takes B.	21. B. takes K. Kt.
22. P. takes B.	22. K. R. to Kt. square
23. K. P. one	23. Q. to her third
24. Q. to B. third	24. Q. to Q. R. sixth
25. Q. to B. second	25. Q. to B. fourth
26. K. to his second	26. Q. R. P. two
27. B. to K. R. third	27. K. to his second
28. Q. R. P. two	28. K. R. to Q. Kt. square
29. K. R. to Q. Kt. square	29. Q. to R. sixth (*c*)
30. Q. B. P. one	30. R. takes Q. Kt. P.
31. Q. P. one (check)	31. K. to Q. square (*d*)
32. R. to K. Kt. square (*e*)	32. P. takes P.
33. P. takes P.	33. R. to K. sixth (check)
34. K. to his B. second (*f*)	34. R. takes P. (check)
35. K. to Kt. second	35. R. to Q. Kt. seventh
36. Q. takes R.	36. Q. takes Q. (check)
37. K. takes R.	37. Q. to her R. sixth (check)

AND WHITE RESIGNED.

Notes to Game DXL.

(*a*) This move, although decried by Philidor, has the sanction of Rui Lopez, Carrera, and the celebrated Ercole del Rio. If not correctly answered, it gives the first player a very fine position.

(*b*) Philidor recommends the second player to advance his Queen's Pawn two squares; but subsequent analysis has clearly proved that it is more advisable for him to play King's Knight to Bishop's third.

(*c*) "K. to Q.'s third" would have been safer play. By permitting his adversary to move forward the Queen's Bishop's Pawn, Black perilled advantages which were sure, with patience and ordinary skill, to give him the victory.

(*d*) It would have been very bad play to have taken the Queen's Pawn.

(*e*) Well played.

(*f*) If he had moved his King to Queen's second, Black would have won the game without much trouble; *ex. gr.*

White.	*Black.*
K. to Q. second	Q. takes Q. P. (check)
K. takes R. (best)	Q. to her fifth (check)
K. to his second	R. to Q. Kt. seventh, (or Black may take the Rook)
R. to Q. square	R. takes Q. (check)
K. to his square	R. to Q. B. eighth, and must win.

GAME DXLI.

Mr. ST——N gives the Pawn and two moves to M. ZYTOGORSKI.

(*Remove Black's King's Bishop's Pawn from the board.*)

White. (M. ZYTOGORSKI.)	*Black.* (Mr. ST—N.)
1. K. P. two	
2. Q. P. two	2. Q. Kt. to B. third
3. K. P. one	3. Q. P. one
4. K. B. P. two	4. P. takes K. P.
5. Q. P. one	5. Q. Kt. to Q. fifth
6. Q. to K. R. fifth (check)	6. K. Kt. P. one
7. Q. takes P. at K. fifth	7. Kt. takes Q. B. P. (check)
8. K. to Q. square	8. Kt. takes Q. R.
9. Q. takes K. R.	9. K. Kt. to B. third
10. K. Kt. to B. third	10. Q. takes P. (check)
11. Q. B. to Q. second	11. Q. B. to K. Kt. fifth
12. K. B. to K. second	12. Q. takes Q. R. P.
13. Q. Kt. to B. third	13. Q. takes Q. Kt. P.
14. K. to his square	14. Castles
15. K. to B. second	15. B. takes Kt.
16. Kt. P. takes B.	16. Kt. to Q. Kt. sixth
17. Kt. to Q. R. fourth	17. K. Kt. to K. fifth (check) winning the Q.

CORRESPONDENCE.

Berlin.

DEAR SIR,—Your interesting "CHESS CHRONICLE" continues to afford to the amateurs of Chess a perpetual fund of instruction and delight. As some little return for the gratification it has given me, and as an earnest of my sympathy with your exertions to promote the influence of this scientific amusement I take the liberty to send a few ends of games which have occurred in real play, not as Problems, (the moves not being forced,) but as remarkable positions which may serve as studies for the younger portion of your readers. With every wish for your success,

I am, dear Sir,
Yours respectfully,
L. BLEDOW.

No. 1.

Termination of a Game between MM. BLEDOW (White) and BILGUER (Black).

White.	*Black.*
K. at his Kt.'s square	K. at his R.'s second
Kt. at K. B.'s seventh	Kt. at Q. B.'s seventh
Pawns at K. R.'s third, K. Kt.'s second, and Q.'s fifth	Pawns at Q. R.'s third, and Q. Kt.'s fourth

White, playing first, won the game.

No. 2.

Termination of a Game between Dr. BLEDOW (White) and M. G * * * * * * (Black).

White.	*Black.*
K. at his R.'s fourth	K. at his B.'s sixth
B. at Q.'s sixth	Kt. at Q.'s eighth
Pawn at K. R.'s third	

White, playing first, won the game.

No. 3.

End of a Game between Dr. BLEDOW (White) and M. SCH—RN (Black).

White.	*Black.*
K. at his B.'s fifth	K. at his R.'s third
R. at Q.'s sixth	R. at K. Kt.'s eighth
Kt. at K. B.'s sixth	Pawns at K. R.'s sixth, and K. Kt.'s fourth

White played first, and won the game.

No. 4.

End of a Game between the same Players.

White.	*Black.*
K. at his R.'s second	K. at his Kt.'s third
Q. at her fifth	Q. at K. B.'s third
Kt. at K. Kt.'s fifth	R. at Q. B.'s eighth
Pawns at K. R.'s fourth, K. Kt.'s second, K. B.'s fourth, and Q. Kt.'s fourth	Pawns at K. R.'s fourth, K. Kt.'s second, and K.'s fifth

White played first, and won in a few moves.

No. 5.

End of a Game between Dr. BLEDOW (White) and M. De H—D (Black).

White.	*Black.*
K. at his R.'s second	K. at his R.'s third
Q. at K. B.'s seventh	Q. at her sixth
B. at K. B.'s third	Kt. at K. R.'s fourth
Pawns at K. R.'s fourth, and K. Kt.'s second	Pawns at K. R.'s second, K. Kt.'s third, K. B.'s third, Q. B.'s fourth, and Q. R.'s sixth

White, playing first, won in a few moves.

To these may be added the following, which occurred in play to Mr. ST—N.

White.	*Black.*
K. at Q. R.'s second	K. at his Kt.'s square
Q. at her B.'s sixth	Q. at K. R.'s seventh
R. at K.'s square	R. at Q. B.'s seventh
B. at Q. Kt.'s second	Kt. at Q. B.'s fourth
Pawns at K. R.'s third, K. B.'s fifth, Q. Kt.'s third, and Q. R.'s fourth	Pawns at K. R.'s third, K. Kt.'s second, K. B.'s second, and Q. Kt.'s third

White played first, and forced mate in four moves.

Solutions to the whole will he given in our next.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Number.

No. 143.

White.	*Black.*
1. R. to Q. B.'s seventh	1. K. to his fourth
2. K. to Kt.'s fifth	2. K. to his third
3. R. to Q. Kt.'s seventh	3. K. to his fourth
4. R. to K.'s seventh (CHECKMATE).	

No. 144.

White.	*Black.*
1. R. to Q. Kt.'s eighth (check)	1. K. to R.'s second
2. Q. to Q. B.'s seventh (check)	2. K. to R.'s third
3. Q. to Kt.'s seventh (check)	3. K. to R.'s fourth
4. Q. to Kt.'s sixth (check)	4. K. to R.'s fifth
5. R. to Q. R.'s eighth (check)	5. Q. interposes
6. P. MATES.	

No. 145.

White.	*Black.*
1. B. to Q. B.'s sixth (check)	1. P. takes B.
2. Kt. takes Kt.	2. K. takes Kt.
3. R. MATES.	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our last Number.

No. 153.

White.	*Black.*
1. Kt. to K. B.'s third	1. Q. P. one
2. K. to Q. R.'s square	2. Q. P. one
3. Kt. to Q.'s fourth	3. Q. P. one
4. Kt. to Q. Kt.'s third (CHECKMATE).	

No. 154.

White.	*Black.*
1. R. to Q.'s fifth	1. K. to B.'s fifth
2. K. to Q.'s third	2. K. to B.'s sixth
3. R. MATES.	

No. 155.

With the Rook.

White.	*Black.*
1. R. to K. B.'s seventh	1. K. to R.'s square
2. Kt. to K.'s fourth	2. K. to Kt.'s square
3. Kt. to K. Kt.'s fifth	3. K. to R.'s square
4. R. MATES.	

With the Pawn.

White.	*Black.*
1. R. to K.'s seventh	1. K. to B.'s or R.'s square
2. Kt. to K. B.'s fifth	2. K. to Kt.'s square
3. Kt. to K. R.'s fourth	3. K. to B.'s or R.'s square
4. Kt. to Kt.'s sixth (check)	4. K. to Kt.'s square
5. P. MATES.	

With the Knight.

White.	*Black.*
1. R. to K. B.'s seventh	1. K. to R.'s square
2. Kt. to Q. B.'s fourth	2. K. to Kt.'s square
3. Kt. to K.'s fifth	3. K. to R.'s square
4. K. to his fourth	4. K. to Kt.'s square
5. P. one (check)	5. K. to R.'s square
6. Kt. MATES.	

No. 156.

White.	*Black.*
1. R. to Q. Kt.'s second (check)	1. K. to his R.'s eighth, or (A) or (B)
2. R. takes Q. R. P.	2. K. to Kt.'s eighth
3. K. to R.'s third	3. P. one, becoming a Queen (ch.)
4. K. to Kt.'s third	

And the Queen must fall or mate be given next move.

(A)

White.	*Black.*
	1. K. to his B.'s eighth
2. R. takes K. R. P.	2. P. one, becoming a Q. (best)
3. R. to K. R.'s square (check) and wins.	

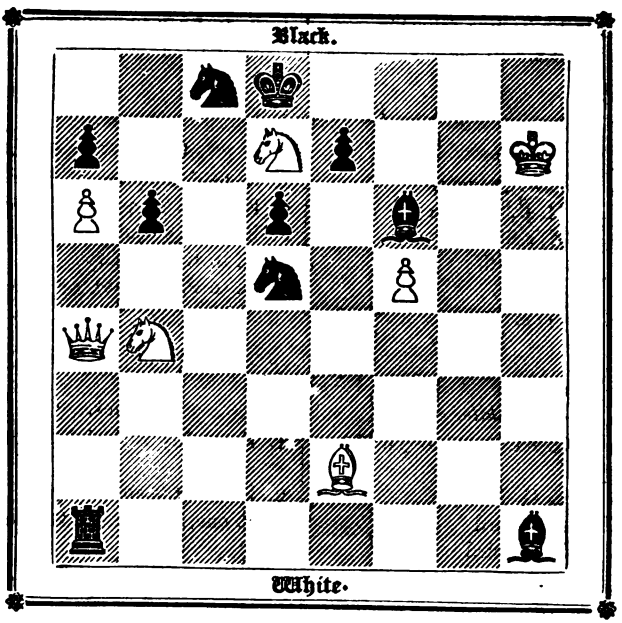
(B)

White.	*Black.*
	1. K. to Kt.'s square
2. R. takes Q. R. P.	2. P. one, becoming a Queen
3. K. to Kt.'s third, and the position is the same as at the fourth move.	

PROBLEM, No. 159.

By M. A. ANDERSSEN.

White, playing first, to mate in five moves.



ELEMENTARY LESSONS,*

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

LESSON TENTH.

ON THE KING'S BISHOP'S OPENING.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. K. Kt. to B.'s third	3. K. Kt. to B.'s third

In the series of games recently played between Messrs. C—e and St—n, and in Major Jänisch's new work,† White's third move is shown to be deserving more consideration than writers on Chess have heretofore bestowed on it. If not properly answered, it gives to the first player an immediate advantage in position and the development of his game, and even against the best defence at present known, it affords him great facilities for continuing his attack. Black's third move is not a good one; instead of it, he may play "Queen's Knight to Bishop's third," converting the opening into a *Giuoco piano*, or, as "the books" concur in recommending, "Queen's Pawn one," the result of which will be shown in a variation.

4. Kt. takes K. P.	4. Kt. takes K. P.

Instead of taking the Pawn, Black can move his Queen to King's second, upon which the following moves will probably occur.

	Q. to K.'s second
B. takes K. B. P. (check)	*K. to B.'s square (best)*
Q. P. two	*Q. P. one*
B. to Q. B.'s fourth	*Kt. takes K. P.*
Castles	*P. takes Kt.*
P. takes B.	*Kt. takes P. at Q. B.'s fourth*

And White has evidently a much better game.

5. B. takes K. B. P. (check)	5. K. to his B.'s square

If Black move his King to King's second, White may play thus:—

Q. to K.'s second	*B. takes K. B. P. (check)*
K. to B.'s square	*Q. P. one*
Q. takes Kt.	*P. takes Kt.*
Q. takes P. (check)	

White's superiority of position is sufficient to ensure the game.

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* These lessons will be continued in each Number, to the end of the volume.

† "Analyse Nouvelle des Ouvertures du Jeu des Echecs," of which a lengthened notice will appear in our next.

White.	*Black.*
6. Q. to B.'s third	6. B. takes K. B. P. (check)

Instead of this move, Black may play his Queen to Bishop's third also, whereupon White should take the Knight, and the game would proceed as follows:—

	Q. takes K. B. P. (check)
K. to Q.'s square	*Q. P. one*
Kt. to his sixth (check)	*K. takes B.*
Kt. takes R. (check)	

And Black must speedily lose the game.

7. K. to his second	7. Q. P. one
8. Q. takes Kt.	8. P. takes Kt.
9. K. R. to B.'s square	

And White ought to win easily.

Variation on Black's 3rd Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. K. Kt. to B.'s third	3. Q. P. one

Black's present move is considered the best he can possibly adopt by Chess Authors. We confess it appears to us to be productive of so much embarrassment to the defending player, that we should certainly advise him to play out his Queen's Knight instead, and thus resolve the game into a *Giuoco Piano* at once.

4. Q. B. P. one	4. K. Kt. to B.'s third

White's fourth move is a very good one; but is not nearly so attacking as one which we find adopted in Messrs. St—n and C—e's games, *viz.*, "Queen's Pawn two," which will form the subject of another variation.—Major Jänisch is of opinion that Black's best move at this point is to retire his Bishop to Queen's Knight's third, or to play Queen to King's second.—We shall examine both these moves presently.—Black may also play Queen to King's Bishop's third, from which the following moves are likely to spring.

	Q. to K. B.'s third
Q. P. two	*B. to Q. Kt.'s third*
Q. P. takes P.	*P. takes P.*
Q. B. to K. Kt.'s fifth	*Q. to her third*
Kt. takes K. P.	*Q. takes Q. (ch.)*
K. takes Q.	*K. B. P. one*
Kt. to K. B.'s seventh	*P. takes B.*
Kt. takes R.	*K. Kt. to R.'s third*

White.	*Black.*
K. P. one	*Q. Kt. to B.'s third*
K. P. one	

White, with the advantage of the exchange, and with a Pawn so situated, should win without difficulty.

5. Q. P. two	5. P. takes P.

If Black retire his Bishop, White takes the Pawn with Pawn; and should the Black then take his King's Pawn with the Knight, White may take the King's Bishop's Pawn (check), and have a capital game.

6. P. takes P.	B. to Q. Kt.'s fifth (check)

Should Black, instead of checking with his Bishop, play him to Queen's Knight's third, White's best move will be Queen's Knight to Bishop's third.

7. Q. B. to Q.'s second	7. B. takes B. (check)
8. Q. Kt. takes B.	8. Q. P. one

Black's last move is better than taking the King's Pawn with his Knight, because, in that case, White would not take Knight with Knight, permitting the advance of the Queen's Pawn, but would take the King's Bishop's Pawn (check) first, and then capture the proffered Knight.

9. K. P. takes P.	9. Kt. takes P.
10. Q. to her Kt.'s third	10. Q. B. P. one
11. Castles on K.'s side	11. Castles

And White has the better game.

We will now proceed to examine Black's fourth move, advised by Major Jänisch. In the first place.

	B. to Q. Kt.'s third
Castles	*K. Kt. to B.'s third*

(White may also play "Queen's Pawn two" with advantage, instead of Castling.)

Q. P. two	*Q. Kt. to B.'s third*
P. takes P.	*P. takes P.*
Q. takes Q. (check)	*Kt. takes Q.*
Kt. takes K. P.	*Kt. takes K. P.*

We prefer White's position. In the second place,

	Q. to K.'s second
Q. P. two	*P. takes P.*
Castles	*P. takes P.*
Q. Kt. P. two	*B. takes Q. Kt. P.*
Q. to her R.'s fourth (check)	*Q. Kt. to B.'s third*
B. to Q. Kt.'s fifth	*P. to Q. B.'s seventh*
B. takes Kt. (check)	*K. to B.'s square*
B. takes Q. Kt. P.	*Q. B. takes B.*

White.	*Black.*
Q. takes K. B.	*P. takes Q. Kt.* (*becoming a* Q.)
R. takes Q.	*B. takes K. P.*
K. R. to K.'s square	

And White must win.

Variation on White's 4th Move.

White.	*Black.*
4. Q. P. two	4. B. takes P.

This move of White's appears to us far more forcible than playing "Queen's Bishop's Pawn one." Black is compelled to take the Pawn, or suffer a total disarrangement of his forces; and whether he take with the Bishop or Pawn, White remains with a fine open game, and the advantage of the move.

5. Kt. takes B.	5. P. takes Kt.
6. Q. takes P.	6. Q. to B. third
7. Q. to K.'s third	7. K. Kt. to K.'s second

White would do ill to exchange Queens at this stage, because, by so doing, he would relieve his opponent from all attack, and at the same time bring his Knight into operation.

8. Q. Kt. to B.'s third	8. Q. B. to K.'s third
9. K. B. to Q.'s third	9. Q. Kt. to B.'s third
10. K. B. P. two	

White has the better position.

Variation on Black's 4th Move.

White.	*Black.*
4. Q. P. two	4. P. takes P.

White has now three or four modes of following up his attack; he may take the Pawn with the Knight, play Queen's Bishop's Pawn one square, move King's Knight to his fifth square, or Castle. The two moves first mentioned are the best.

5. Q. B. P. one	5. P. to Q. sixth

White may take the Pawn with his Queen, or Castle, or play King's Knight to Queen's fourth; in any case having a well developed game.

Variation on White's 5th Move.

White.	*Black.*
5. K. Kt. takes P.	5. K. Kt. to B.'s third

If Black take the Knight with his Bishop, White must take Bishop with the Queen, and the position is the same as in the preceding variation. If he move his Queen to King's Bishop's third, White's best play, we believe, will be Queen's Bishop to King's third.

White.	*Black.*
6. Q. Kt. to B.'s third	6. Q. Kt. to B.'s third
7. Q. B. to K.'s third	7. Q. Kt. to K.'s fourth.
8. K. B. to Q. Kt.'s third	8. Castles
9. K. R. P. one	9. Q. B. P. one

And White can advance his King's Bishop's Pawn two squares, and afterwards Castle on either side, with a good game.

THE ROOK AND KNIGHT AGAINST THE ROOK.

In a late Number of Vol. III.* we published two positions, to show, that the Rook cannot so invariably draw the game against a Rook and Knight,† as players, upon the authority of Chess Authors, have hitherto been content to believe: through the kindness of our correspondent, Mr. C. Forth, to whom we are indebted for the positions in question, we are now enabled to prove, that although the Rook and Knight cannot in all cases force the game, or even compel the mate in general positions, they exercise a more effective power against the Rook than that piece does in opposition to the Knight, or than the King and two Knights can do against a King and Pawn! and that, consequently, this ending of the game has not hitherto received the consideration from writers on Chess to which it is entitled.

Mr. Forth remarks, "While the pieces are in the middle of the board, it is not to be expected that much can be done, although even then mate may occasionally be given, as in the following situation:"—

No. 3.

White.	*Black.*
K. at Q.'s fourth	K. at his B.'s third
R. at Q. B.'s third	R. at K.'s fourth
Kt. at Q.'s second	

where the game can be forced in four moves; of which kind many others could be given if necessary: but the point we propose to examine here is, how best to take advantage of those positions arising when the pieces approximate to the sides of the Exchequer.—When the opposing King stands on the Rook's, Knight's, or Bishop's square, the mate is

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* Page 368.

† The co-operation of the two Kings is, of course, understood.

comparatively easy; but the difficulty materially increases when he is on the King's or Queen's square,—where it is at present an undecided question whether mate can be forced in general situations. The positions where the Rook and Knight exercise the greatest power are those in which the adverse Rook is on the same half the board as that on which the Kings stand, and the White Knight can be moved to the next square to his King, for the purpose of interposing when check is given. Such situations are mostly decisive; care, however, must be taken to keep the Kings near each other, that time may not be lost in gaining the opposition at the proper moment.

The first example in this class that we shall give, will show how to effect mate by a regular series of moves, when the Black King stands on his own or on the Queen's square.

No. 4.

White.	*Black.*
K. at his B.'s sixth	K. at his square
R. at Q. Kt.'s seventh	R. at Q. R.'s square
Kt. at Q. B.'s fifth	

White to play, and mate in 20 moves.

If the Black Rook stood on Queen's Knight's square, the mate could be effected in many fewer moves. He occupies the best square for defence, —a situation that has generally been given to the adverse piece.

A few other situations, in which the position of the pieces is varied as much as possible, are added, and the solution of each shall be given in our next Number.

No. 5.

White.	*Black.*
K. at his B.'s sixth	K. at his R.'s square
R. at K.'s fifth	R. at Q. Kt.'s seventh (or any other square where he does not check the King)
Kt. at K.'s sixth	

White, playing first, to mate in 15 moves.

No. 6.

White.	*Black.*
K. at his B.'s sixth	K. at his square
R. at Q.'s third	R. at Q. Kt.'s fifth
Kt. at Q. B.'s fifth	

White to play, and mate in 18 moves.

No. 7.

White.	*Black.*
K. at his B.'s fifth	K. at B.'s second
R. at Q. B.'s fifth	R. at Q.'s third
Kt. at K.'s sixth	

White to play, and mate in 15 moves.

No. 8.

White.	*Black.*
K. at his Kt.'s fifth	K. at his B.'s second
R. at Q.'s square	R. at Q. B.'s square
Kt. at Q. B.'s seventh	

White, playing first, to mate in six, or obtain a winning game in three, moves.

The investigation of these positions will lead the student to concur with us in thinking the subject much richer in adventure than it has been deemed hitherto, and may serve also to awaken the attention and enlist the services of some skilful amateurs in further attempts to analyse the innumerable and beautiful combinations which spring from this neglected source.

INTERESTING ILLUMINATED CHESS MS. IN THE ROYAL LIBRARY AT STUTTGARD.

AMONG the more important MSS. in this Collection, there is a German metrical version of the game of Chess moralized, called *Der Schachzabel:* it is an extraordinary and highly illuminated MS. on paper, written in a sort of secretary Gothic hand, in short rhyming verse, about the year 1400 or 1450.

The embellishments are large and droll; and in several of them may be distinguished that thick and shining, but cracked, coat of paint which is upon the old print of *St. Bridget,* in Lord Spencer's Collection.*

Amongst other striking illuminations, there is a *Knight* on horseback, in silvery armour, about 9 inches high; a fine showy cavalier;—his horse, too, has silver plates over his head. Many of the other pieces in the game are represented in a highly interesting manner, and the whole is invaluable to the antiquary. This MS. is in boards.

I am, Sir,

Yours truly,

WM. HARRIS.

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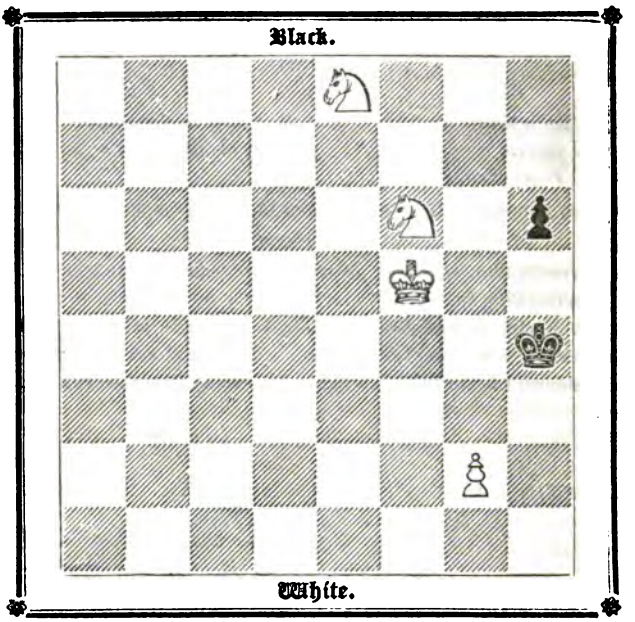
* See Ottley's History of Engraving, vol. i. page 86, where a fac-simile of this cut is given, which in large paper copies is coloured.

PROBLEM, No. 160.

By M. A. ANDERSSEN.

White, playing first, to mate in four moves.



CHESS INTELLIGENCE.

MEETING OF THE YORKSHIRE CHESS ASSOCIATION.

THE third meeting and dinner of this excellent Association took place at the Northgate Hotel, in Halifax, lately. The large room was appropriately fitted up for the occasion; being divided by mahogany posts and rails, and crimson curtains, into two unequal parts. In the lesser part the "tournament" commenced soon after ten o'clock, and continued (with the intermission of lunch) until five. The meeting was well attended, being both numerous and comprising many eminent Yorkshire players. From twelve to fifteen Chess-boards were almost continually engaged; and the keen encounter of skill, amongst so many excellent players, in many cases pitted against each other for the first time, could not fail to be interesting and instructive to all who love and practise the noble game.

Amongst the gentlemen present we noticed the following:—M. R. Francis, Esq., Principal of King's College, Hull. — Mawe, Esq., Creole. G. B. Wagner, Esq., Hamburgh. Messrs. R. Cadman, J. M. France, H. Richardson, J. G. Heaps, and J. Hopkinson, of the Leeds Club; and Mr. J. Rhodes, its Secretary. The Rev. E. C. Tyson, A.M., President; Mr. C. Walker, Secretary; and the Rev. R. Garvey, A.M., and Messrs. E. Shepherd, W. Allison, and W. Robinson, of the Wakefield Chess Club. Mr. Thomas Parratt, President; Mr. A. Marsden, Treasurer; Mr. W. Mann, Secretary; and Messrs. Josh. Brierley, J. H. Kilner, G. Simpson, W. H. Kaye, and T. Hill, of the Huddersfield Chess Club. And W. Briggs, Esq.; Mr. F. W. Cronhelm, President; Mr. F. A. Leyland, Secretary; and Messrs. Holroyde, W. Craven, M. H. Rankin, — Forbes, F. A. Walsh, and other members of the Halifax Club.

Soon after five o'clock (the hour fixed for the dinner) the gentlemen adjourned into the larger part of the room, the walls of which had been tastefully decorated with flags and banners, whilst the tables groaned with a superabundance of all the edibles in season, provided in the customary profusion, and cooked with the customary nicety, of the worthy host and hostess at "The Northgate." The scene at this moment was most exhilarating; gentlemen of both parties in politics, and all parties in religion, being seated together around the festive board, surrounded by party flags—the blue banner slumbering in graceful inactivity by the side of its equally harmless yellow opponent—whilst the supporters of each were forgetting their animosities in the social meal, as they had done in the friendly tournament.

The chair was taken by W. Briggs, Esq., supported on each hand by the Rev. E. C. Tyson and the Rev. R. Garvey; and having for his Vice-presidents, M. R. Francis, Esq., and F. W. Cronhelm, Esq. The cloth having been drawn, the Chairman, on behalf of the Halifax Chess Club, offered a most cordial welcome to all present.

The first toast he had to propose to them was, of course, "The Queen;" and, as Chess players, they needed not to be reminded of the vast and pre-eminent importance of defending the Crown. The noble game of Chess called forth many excellent qualities, but none more conspicuously than loyalty and devotion to the Sovereign. "The Queen."—Drunk with three times three and one cheer more.

The Chairman, in proposing the next toast, "The Queen Dowager," observed that she had a claim on our kindest regard, not only as being the widow of our late King, and as having suffered a severe and painful affliction, but as having gained for herself, by her many excellent and estimable qualities, the love and attachment of Englishmen. "The Queen Dowager."—Drunk with three times three.

The next toast, as the Chairman observed, was a comprehensive one, viz., "The Prince Consort, the Prince of Wales, and the Royal Family." In Prince Albert, it were no slight praise to say, though our expectations

of him were high, though we justly looked for high qualifications in him who was to be the husband of our Sovereign, we have not been disappointed. Our hopes have been fully realised.—(Applause) Connected as he now is still more closely with our national interests, as father of the heir to the throne, they could not but regard him with feelings of the highest interest and attachment. May every blessing attend the Royal parent; and may the infant heir prove a real blessing, not only to his parents, but to the nation over which he may one day—far, we hope, very far distant—be called to reign. "The Prince Consort, the Prince of Wales, and the Royal Family."—Drunk with three times three and one cheer more.

Mr. M. R. Francis, one of the Vice-presidents, was then called upon to propose the toast of the evening. His name was received with loud applause. He said that he should have been right glad if he could have fairly availed himself of any excuse, rather than pretend, in such a meeting as that, composed of so many able Chess players, to deliver any thing like an eulogium of the game or sketch of its present prospects. But having for two successive years been most eager to attend these meetings, and having on both occasions been prevented, he felt, therefore, somewhat in debt to the Yorkshire Chess Association; and though he feared he should pay it but ill, yet he trusted that they would be good enough to take the will for the deed. He did not expect, when he entered the room that day, to find so numerous an assemblage, and all so well employed in the game, and evidently with so much zest. It showed that what he heard from every quarter was really the fact,—that Chess was gaining a hold upon the public mind in this country—(Applause); and he thought they might anticipate that it would go very far to take the place of cards.—(Hear, hear.) He did not wish at all to proscribe that amusement; in fact, he had himself, at the scientific game of whist, found great pleasure in occasionally bearing a hand. But at the same time cards had many faults which could not be charged upon Chess. In the first place, as regards the actual practice of the game, chance had too large a share in cards, especially as money was always staked upon them; and however clear you might keep of a gambling spirit, it was evident that cards deprived skill of its legitimate office. Again, the player at whist was obliged to take the partner the chance of war allotted him; and that partner was not always the best in the world—(Hear, hear, and laughter)—not always, perhaps, the best tempered in the world. (Renewed laughter). But in Chess there was no such rule; and to play at Chess with a partner drawn by "a turn up" was much as if they were to draw lots for their wives—(Laughter); the result would no doubt be very unpleasant, though he had as little doubt that many "old tricks" would be the consequence.—(Renewed laughter.) It had been argued that Chess was too serious and too grave to be an amusement; but this was an exaggeration. That it was not too grave, the assemblage that

day would be an efficient witness. But under that misstatement lurked a real compliment to the game, which admits a trial of skill and of nothing else.—(Applause.) Equally wrong, too, was another reproach laid against Chess, that it was calculated to give rise to ill humour and bad temper. Now, he had seen young beginners exceedingly angry at being beaten; but the more they saw of the beauties of the game, the more they became convinced that in the long run the best man would win. Chess had been compared to the Tourney of old, where knights would come prepared to combat for their mistress's eye-brow. But one great and important distinction between the two was that Sir Launcelot or Sir Guy was bound to maintain that his mistress was the fairest ever seen, and for that to fight Sir Bertram, who maintained the same of his mistress. But all Chess players were united in admiration of their mistress the fair Caïssa; and were all prepared to award to her the praise of surpassing charms.—(Applause.) One more censure occasionally cast upon the game he would mention, because he thought that as the game was now fairly pitted against many other less intellectual diversions, and was a rival with them for the favour of the public, every one ought to be prepared to say something in defence of a diversion to which he was inclined to give a considerable portion of his leisure hours. It was said that Chess was too great a consumer of time. He did not deny that this was true of Chess; but was only true of it as of every other game; if a man could not say "Now I'll leave off," he did not know what there was that a man could begin safely, whether an amusement or a serious occupation. But he thought it would be found, on examining those who distinguish themselves in these harmless conflicts, that the most successful generally were men who did not allow the game, fascinating as he admitted it to be, to draw them away from their common avocations. These were amongst the many cavils which had been thrown out against Chess; he was happy to say, (as that meeting showed,) with very little success. The public was becoming more convinced, that as men will have recreations for their leisure hours, it is as well that they should have one really intellectual—the result of which is not entrusted to mere chance. Accordingly Chess Clubs were springing up all over the kingdom; and he was happy to add that Yorkshire was not behind the rest of the country, but he should think, was "ray-ther" ahead.—(Applause.) After some jocose allusion to the state of Chess playing in Hull, which Mr. F. represented as very low, and inviting any gentleman then present who might visit Hull to call at the public rooms and beat a little emulation into them, Mr. F. remarked on the superior aptitude for the accurate sciences of the generality of those Cambridge Graduates who came from North of the Trent; and he concluded by expressing his hope that some steps would be shortly taken by English Chess players generally, to take down the tone of superiority in which the French Chess and other journals spoke of Mons. La Bourdonnais and other French players. The toast he had

to propose was "Prosperity to the Yorkshire Chess Association."—Drunk with three times three.

The Rev. E. C. Tyson proposed the health of W. Briggs, Esq., the Chairman of the meeting, and briefly observed on his kindness in accepting the chair and the courtesy and urbanity with which he filled it.—(Applause).

Mr. Cronhelm begged to observe that in drinking this toast they could not forget that this was the first opportunity they had had of seeing Mr. Briggs with them in public, since his exertions, at the imminent peril of his life, to repress and subdue that audacious outbreak which had well nigh threatened to become a rebellion. For the firmness and courage which he then exhibited—sparing the effusion of blood amongst the deluded multitude—but at the same time firmly and courageously maintaining the laws—they owed him a debt of gratitude which they could not do less than express on that occasion. They would therefore drink to his health with all the honours it deserved.—(Tremendous applause.)—Drunk with three times three and many cheers more.

Mr. Briggs wished he could thank them in any thing like adequate terms for the high compliment which had been passed him by the Rev. gentleman on his 'right in proposing his health, and particularly for the well intended and well received amendment of his friend Mr. Cronhelm. He could only say that from his heart he thanked them.

After a short interval the Chairman rose again, and said the next toast, which was "The strangers who have honoured us this day with their company," had once been erased because it was not considered that any Yorkshire players were strangers. Numerous letters, he understood, had been received from gentlemen who had purposed attending but were unavoidably prevented. He trusted they were not deterred by a misconstruction of the old proverb—from three places beginning with the letter H, Good Lord deliver us.—(Laughter.) There was, however, one stranger present, and he therefore begged to give "The health of Mr. Wagner, the only stranger who has favoured us with his company."

Mr. Wagner acknowledged the honour.

Mr. Cronhelm was then called upon, and was received with reiterated applause. He proposed the health of Mr. Francis; who he said had considerably under-rated his own merits in speaking disparagingly of the Chess abilities of Hull. That town had not been behind any other in its contributions to that meeting, for if it had sent but one player, that one was "a host" in himself.—(Applause.) "The health of Mr. Francis."—Drunk with three times three and one cheer more.

Mr. Francis replied in a speech of great wit, concluding with the punning remark, that if Hull should ever gain a character for Chess, and such a meeting as that was held there, he should then be able to say what would not be modest in him now to acknowledge—that he was a *host* in himself.

Mr. Walsh proposed "The Titled Pawn: honour to brave and faithful services,"—drawing an interesting analogy between the Constitution of England and the Chess board. In both were the proudest honours offered to and attainable by persevering merit. Our Lyndhursts, our Denmans, what are they but "titled Pawns." The great Captain of the age—our great and venerated Wellington—as the younger son of a Peer ranked only as a commoner; but the poor cadet of a noble house has risen to a station next the Throne itself—(Applause), and has become, I might almost say, without perpetrating a bull, a Queen's Pawn; for Wellington, like the Chess Queen, is the mighty chief of the armies of the monarch whom he loves.

Mr. Simpson (from Huddersfield) then proposed "Success to the Halifax Chess Club," in a speech of considerable power, in which he pointed out the intellectual, moral, and social nature of Chess.

The toast was duly honoured; and replied to by Mr. M'Crea.

After some little discussion it was then agreed that the next meeting of the Association should be held at Huddersfield on the second Wednesday in November, 1843.

Mr. F. A. Leyland proposed "The Leeds Club," to which Mr. Richardson replied.

Mr. E Cronbelm proposed "The Champion of Yorkshire"—Mr. Rhodes,—who he said was one of the first Chess players out of London. The toast was drunk with enthusiasm.

Mr. Rhodes in reply very modestly declined the titles conferred upon him.

Mr. France, of Leeds, in proposing "The Wakefield Club," gave a history of its rise; and recommended all Chess Clubs to adopt two rules which had been found to work admirably in Wakefield. One was to register *all* games played in the Club; and the other, to give odds to young members. So admirably had these rules been found to work, that he believed the Society intended to challenge the Leeds Club.

The toast was acknowledged by the Rev. E. C. Tyson and Mr. Robinson, who formally gave the challenge to which Mr. France had alluded—six Wakefield gentlemen against six Leeds.

Mr. Hopkinson proposed the health of F. W. Cronhelm, Esq.—Drunk with three times three.

Mr. Cronhelm returned his warmest thanks. After the eloquent manner in which Mr. Francis, from Hull, and Mr. Simpson, of Huddersfield, had expatiated on the noble game of Chess, it was not for him to revert to its ancient origin in the farthest recesses of the East—in the cradle of all sciences and of all arts. It was not for him to advert to its beautiful analogies with the game of war; nor to expatiate on the possibility of the practice by an experienced Chessman upon his little board, in miniature, of all the manœuvres of a Scipio, a Hannibal, a Fabius, and a Cæsar, or

of a Wellington or a Napoleon. At the same time he could not feel insensible to the claims this noble game had upon them all, from its high moral and intellectual influences. Call Chess a game! It is not a game —it is a science—(Loud applause)—a science which is a beautiful illustration of the powers of the human mind, because a science of pure human invention, consisting of a few simple elements, invested with a variety of powers, which involve combinations which, in the discipline of the human mind, equal the influences of the mathematics themselves, and beyond that, afford greater scope to invention than the mathematical and exact sciences do.—(Applause.) He trusted that not only the Halifax Club, but every other Chess Club, would long prosper, and that they would live to see it.

Mr. Forbes then proposed "The Ladies, and may they all be mated," in an excellent speech, to which no report could do justice.

The health of Mr. Parrott was afterwards drunk, and the dinner party broke up, giving their excellent Chairman "a glass at parting," with three times three.

NOTICES TO CORRESPONDENTS.

"SENEX."—Our Correspondent's epistle on the subject of Messrs. St—n and C—e's games shall appear in the No. for March. We agree with him in opinion respecting the Parisian players, and feel convinced that there are more and better players in London than in any Continental city of Europe.

The following communications were received too late for examination this month:—Games between the President of the Liverpool Chess Club and Mr. St—n; between the Honorary Secretary of the London Chess Club, and Mr. C. Forth, of Carlow; between Mr. E. Williams and the Amateurs of Bristol; Letter on the Laws of Chess in use at the Dublin Chess Club—on the Second Part of Mr. Lewis's New Treatise—on the Introduction of Chess at Mechanics' Institutions; "Chess Short Hand;" "Social Chess;" "Studies in Draughts."

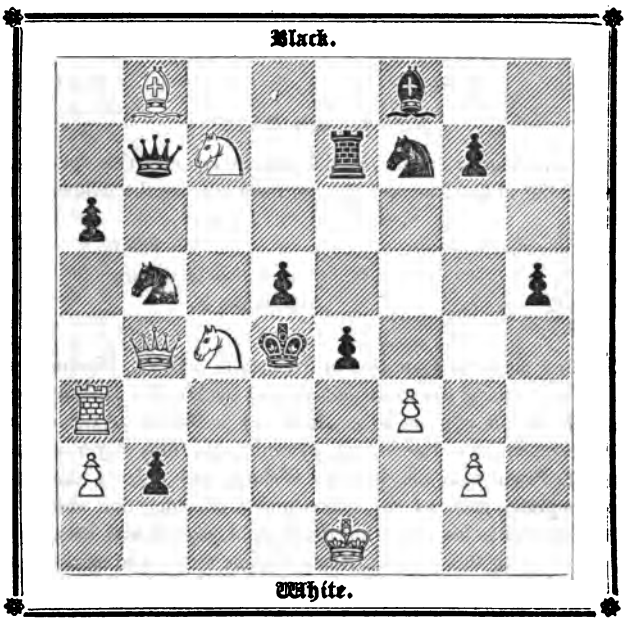
"T. L. Z., LIMERICK."—The Problem for Solution arrived at the moment of our going to press.—If "T. L. Z." will favour us with his address, the preceding Numbers shall be forwarded immediately.

Full particulars of the interesting meeting of Chess Players on Wednesday last, to celebrate the anniversary dinner of the Liverpool Chess Club, will be given in our No. for March.

PROBLEM, No. 161.

By the Rev. H. BOLTON.

White, playing first, engages to checkmate in seven moves.



GAME DXLII.

Between two distinguished Amateurs.

Black. (Mr. —.)	*White.* (Mr. C. T—.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to K. Kt. second
5. Q. P. two	5. Q. P. one
6. Q. B. P. one	6. Q. Kt. to B, third
7. Q. to her Kt. third	7. Q. to K. second
8. Kt. takes Kt. P.	8. Q. takes Kt.
9. B. takes P. (check)	9. K. to Q. square (*a*)
10. B. takes Kt. (*b*)	10. Q. takes K. Kt. P.
11. R. to B. square	11. Q. takes K. P. (check)
12. K. to B. second (*c*)	12. Q. B. to K. R. sixth
13. R. to Kt. square (*d*)	13. B. takes P. (check)

Black. (Mr. —.)	*White.* (Mr. C. T—.)
14. P. takes B.	14. Q. takes P. (check)
15. K. to his second	15. Q. takes R.
16. Q. takes B.	16. Q. takes Q. B.
17. Q. to her B. third	17. Q. takes Q.
18. Kt. takes Q.	18. R. takes B.

AND BLACK RESIGNED (*e*).

Notes to Game DXLII.

(*a*) The usual mode of play, at the present stage of this opening, is to move the King to his Bishop's square, from whence the following moves result :—

Black.	*White.*
	K. to his B. square
B. takes Kt.	R. takes B.
B. takes P.	

And the first player has an almost irresistible attack. We have no remembrance of seeing the variation adopted by Mr. T—, in any work on Chess, although it appears to us decidedly preferable to the old move, since it prevents the dangerous attack which the first player obtains, by taking the Pawn with his Queen's Bishop, and playing the Rook to Bishop's square, and, as the game under consideration shows, is an effectual bar also to his capturing the Knight, except with loss.

(*b*) After taking this Knight, Black's game appears to us irretrievable. His best move we believe was to Castle.

(*c*) His only move to avoid immediate mate.

(*d*) If, instead of moving the Rook, he had played King's Bishop to Queen's fifth, White would still have taken the Queen's Pawn with his Bishop, checking, and have won easily.

(*e*) This game, and especially the latter portion of it, is very skilfully conducted by the second player.

GAME DXLIII.

Played by Messrs. WILLIAMS and J. WITHERS, of the Bristol Chess Club.

White. (Mr. E. WILLIAMS.)	*Black.* (Mr. J. WITHERS.)
1. Q. P. two	1. K. B. P. two
2. K. B. P. two	2. K. P. one
3. K. Kt. to B. third	3. K. Kt. to B. third
4. Q. B. P. two	4. Q. B. P. two

White. (Mr. E. Williams.)	*Black.* (Mr. J. Withers.)
5. K. P. one	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. fifth (check)
7. Q. Kt. to B. third	7. Q. P. two
8. B. to Q. third	8. Q. Kt. to B. third
9. Castles	9. K. Kt. to K. fifth
10. B. takes Kt.	10. K. B. P. takes B.
11. K. Kt. to K. fifth	11. Castles
12. P. takes P.	12. P. takes P.
13. B. to K. third	13. B. to K. third
14. Q. to her Kt. third	14. Q. to K. second
15. Q. Kt. takes Q. P.	15. Q. to her third
16. K. Kt. takes Kt.	16. Q. B. takes Q. Kt.
17. Q. takes K. B.	17. Q. takes Kt.
18. Q. R. to B. square	18. Q. to K. third
19. R. to Q. B. second	19. K. R. to B. second
20. Q. R. P. one (*a*)	20. Q. R. to K. B. square
21. Q. R. to K. B. second	21. B. to Q. B. fifth
22. K. R. to Q. B. square	22. B. to Q. fourth
23. K. R. P. one	23. R. to B. third
24. K. Kt. P. two	24. R. to K. Kt. third
25. K. B. P. one	25. R. takes K. B. P.
26. R. takes R.	26. Q. takes R.
27. R. to K. B. square	27. R. takes P. (check)
28. P. takes R.	28. Q. takes P. (check)
29. K. to R. second	

DRAWN GAME.

Note to Game DXLIII.

(*a*) "Q. Kt. P. one" would have been a better move.

GAME DXLIV.

Between the President of the Liverpool Chess Club, and Mr. St——n, the latter giving the odds of the Pawn and two moves.

(*Remove Black's K. B. P. from the board.*)

White. (Mr. M—.)	*Black.* (Mr. St—n.)
1. K. P. two	1.
2. Q. P. two	2. Q. P. one
3. K. B. to Q. third	3. Q. Kt. to B. third
4. K. P. one	4. K. Kt. P. one
5. K. R. P. two	5. Q. Kt. to his fifth
6. K. R. P. one	6. Kt. takes B. (check)

White. (Mr. M—.)	*Black.* (Mr. St—n.)
7. Q. B. P. takes Kt.	7. K. B. to K. Kt. second
8. K. R. P. takes P.	8. R. P. takes P.
9. R. takes R.	9. B. takes R.
10. Q. B. to K. Kt. fifth	10. Q. B. P. one
11. Q. to her Kt. third	11. Q. P. one
12. K. Kt. to K. second	12. Q. to her second
13. Q. Kt. to Q. second	13. Q. to K. Kt. fifth
14. Q. Kt. to K. fourth	14. K. to B. square
15. K. Kt. to B. fourth	15. P. takes Q. Kt.
16. Kt. takes P. (check)	16. K. to Kt. second
17. Kt. takes K. P.	17. Kt. takes Kt.
18. B. takes Kt.	18. P. takes P.
19. B. to K. B. sixth (check)	19. K. to R. third
20. Q. takes Q. P.	20. B. takes B.
21. P. takes B.	21. B. to K. B. fourth
22. Q. to K. third (check)	22. K. to Kt. third
23. K. to Q. second	23. R. to Q. square
24. Q. to K. seventh	24. Q. takes P. (check)
25. K. to his square	25. Q. to K. fifth (check)

AND AFTER A FEW MOVES, WHITE RESIGNED.

GAME DXLV.

Between Messrs. C——e and St——n.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. P. two
3. Kt. takes K. P.	3. Q. to K. second
4. Q. P. two	4. K. B. P. one
5. Q. Kt. to B. third (*a*)	5. P. takes K. Kt.
6. Kt. takes Q. P.	6. Q. to K. B. second
7. K. B. to Q. B. fourth	7. Q. B. to K. third (*b*)
8. Castles	8. Q. B. P. one (*c*)
9. K. B. P. two	9. P. takes Kt.
10. K. B. P. takes P.	10. Q. to her second
11. K. P. takes P.	11. B. takes P.
12. K. P. one (*d*)	12. Q. to her B. third
13. Q. to K. R. fifth (check)	13. K. Kt. P. one
14. Q. takes B.	14. K. Kt. to K. second
15. Q. to K. fifth (*e*)	15. Q. takes B.
16. Q. takes R.	16. Kt. to K. B. fourth
17. Q. B. to K. R. sixth	17. Q. to her Kt. fifth
18. Q. takes B. (check)	18. Q. takes Q.
19. B. takes Q.	19. K. takes B.
20. K. Kt. P. two	

AND BLACK RESIGNED.

Notes to Game DXLV.

(*a*) The merit of orginating this bold and skilful sacrifice, we believe is due to Mr. Cochrane, as we can find no allusion to the move in any work on the game *until after* its appearance in "THE CHESS PLAYER'S CHRONICLE."

(*b*) If White had advanced "Q. B. P. one," he would have lost at least "the exchange."

(*c*) Taking the Knight would have cost him a Bishop, Rook and Pawn.

(*d*) The attack from this point to the end of the game is remarkably well sustained.

(*e*) Threatening to win the Queen, by playing his Bishop to Queen's Knight's fifth.

GAME DXLVI.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Kt. takes P.
4. Kt. takes P.	4. Kt. to K. third
5. K. B. to Q. B. fourth	5. Q. to K. B. third
6. Kt. to K. B. third	6. K. B. to Q. B. fourth
7. Castles	7. Q. P. one
8. Q. Kt. to B. third	8. Q. B. P. one
9. K. P. one	9. P. takes P.
10. Q. Kt. to K. fourth	10. Q. to K. second
11. K. Kt. takes P.	11. K. Kt. to B. third
12. B. takes Q. Kt.	12. B. takes B.
13. B. to K. Kt. fifth	13. Q. B. to Q. fourth
14. Q. Kt. takes K. B.	14. Q. takes Q. Kt.
15. B. takes Kt.	15. P. takes B.
16. Kt. to Q. third	16. Q. to her third
17. R. to K. square (check)	17. B. to K. third
18. Q. to K. B. third	18. Castles on Q.'s side
19. Q. takes P. at K. B. sixth	19. K. R. to K. Kt. square
20. Kt. to K. B. fourth	20. Q. R. to K. square
21. Q. R. to Q. square	21. Q. to K. second
22. Q. takes Q.	22. R. takes Q.
23. Kt. takes B.	23. P. takes Kt.
24. K. R. to K. fifth	24. K. R. to Q. square
25. R. takes R. (check)	25. K. takes R.
26. K. B. P. two	26. K. to Q. second
27. K. to B. second	27. K. to Q. third

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
28. K. to his third	28. Q. B. P. one
29. K. Kt. P. two	29. Q. Kt. P. two
30. K. R. P. two	30. Q. R. P. two
31. Q. Kt. P. one	31. Q. R. P. one
32. K. R. P. one	32. P. takes Q. Kt. P.
33. Q. R. P. takes P.	33. K. R. P. one
34. R. to K. fourth	34. R. to K. Kt. second
35. K. to B. third	

AND AFTER A FEW MORE MOVES, WHITE WON THE GAME.

GAME DXLVII.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. one
2. K. Kt. to K. second	2. Q. P. two
3. P. takes P.	3. P. takes P.
4. Q. P. two	4. K. B. to Q. third
5. Q. B. to K. B. fourth	5. K. Kt. to B. third
6. B. takes B.	6. Q. takes B.
7. Q. Kt. to B. third	7. Castles
8. K. Kt. to his third	8. Q. Kt. to B. third
9. Q. R. P. one	9. R. to K. square (check)
10. K. B. to K. second	10. Q. to K. B. fifth
11. Castles	11. Kt. takes Q. P.
12. Q. to her third	12. Q. B. P. one
13. Q. R. to Q. square	13. Kt. takes B. (check)
14. Q. Kt. takes Kt.	14. Q. to K. R. fifth
15. Q. Kt. to Q. fourth	15. Kt. to K. Kt. fifth
16. K. R. P. one	16. Kt. to K. fourth
17. Q. R. to K. square	17. B. to Q. second
18. Q. to her B. third (*a*)	18. Q. to K. B. third
19. Q. R. to K. third	19. K. Kt. P. one
20. Q. Kt. to his third (*b*)	20. Q. to her third
21. K. R. to Q. square	21. K. B. P. two
22. Q. Kt. to Q. B. fifth	22. Q. Kt. P. one
23. Kt. takes B.	23. Kt. takes Kt.
24. Kt. takes K. B. P.	24. Q. to K. B. third (*c*)
25. Q. takes Q.	25. Kt. takes Q.
26. Kt. to K. seventh (check)	26. K. to B. second
27. Kt. takes Q. B. P.	27. R. takes R.
28. K. B. P. takes R.	28. R. to Q. B. square
29. Kt. to Q. fourth	29. K. to his second

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
30. Q. B. P. one	30. Q. R. P. one
31. K. to B. square	31. Kt. to K. fifth
32. K. to his second	

AND BLACK ULTIMATELY WON THE GAME.

Notes to Game DXLVII.

(*a*) This is a good move, and regained the attack for the opening player.

(*b*) With the view of playing "K. B. P. two."

(*c*) White would evidently have lost the game if he had taken the Knight.

GAME DXLVIII.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. Q. P. two	2. P. takes P.
3. Q. takes P.	3. Q. Kt. to B. third
4. Q. to her square	4. K. Kt. to B. third
5. K. B. to Q. third	5. K. P. two
6. K. Kt. to B. third	6. K. B. to Q. B. fourth
7. Castles	7. Q. P. one
8. Q. B. to K. Kt. fifth	8. Q. B. to K. Kt. fifth
9. Q. Kt. to B. third	9. Q. Kt. to Q. fifth
10. Q. Kt. to Q. fifth	10. B. takes Kt.
11. K. Kt. P. takes B.	11. K. R. P. one
12. Kt. takes Kt. (check)	12. Kt. P. takes Kt.
13. Q. B. to K. R. fourth	13. Q. to her second
14. Q. B. P. one	14. Kt. to K. third
15. K. B. to Q. B. second	15. K. to his second
16. Q. Kt. P. two	16. B. to Q. Kt. third
17. K. to R. square	17. Q. R. to Q. B. square
18. K. B. to Q. R. fourth	18. Q. to her B. second
19. Q. R. to B. square	19. K. R. to K. Kt. square
20. K. B. to Q. Kt. third	20. Kt. to K. B. fifth
21. Q. B. to K. Kt. third	21. Kt. to K. R. sixth
22. Q. to her fifth	22. K. R. to Kt. second
23. Q. B. P. one	23. Q. R. to Q. square
24. Q. R. to Q. square	24. K. R. P. one
25. Q. R. to Q. second	25. Q. R. to K. Kt. square
26. P. to K. B. fourth	26. P. takes P.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
27. Q. B. P. one	27. P. takes P.
28. Q. takes K. R. P.	28. P. takes B.
29. K. B. P. takes P.	29. Kt. to K. Kt. fourth
30. K. R. to Q. square	30. Q. to K. fourth
31. R. to Q. seventh (check)	31. K. to his B. square
32. B. to Q. B. second	32. K. R. to K. R. second
33. Q. to K. second	33. Q. R. to K. R. square

AND WHITE RESIGNED.

GAME DXLIX.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. one
3. Q. Kt. to B. third	3. K. Kt. to K. second
4. K. B. P. two	4. K. Kt. to his third
5. Q. P. one	5. K. B. to K. second
6. K. Kt. to B. third	6. Q. P. one
7. K. B. to K. second	7. Q. Kt. to B. third
8. Castles	8. K. B. to B. third
9. Q. B. to K. third	9. B. to Q. fifth
10. B. takes B. (*a*)	10. P. takes B.
11. Q. Kt. to his square	11. K. Kt. takes P.
12. Q. to her second (*b*)	12. K. P. one
13. Q. Kt. P. two	13. Q. Kt. takes P.
14. Q. takes Q. Kt.	14. Kt. takes B. (check)
15. K. to R. square	15. Castles
16. Q. to her second	16. Kt. to K. B. fifth
17. Kt. takes P. at Q. fourth	17. Kt. takes Q. P.
18. Q. takes Kt.	18. K. P. takes Kt.
19. Q. takes P.	19. B. to K. third
20. Kt. to Q. B. third	20. Q. R. to Q. B. square
21. Kt. to Q. fifth	21. Q. Kt. P. one
22. K. R. to B. third	22. Q. R. to B. fourth
23. Q. R. to K. B. square	23. B. takes Kt.
24. Q. B. P. takes B.	24. Q. to K. Kt. fourth (*c*)
25. Q. to Q. R. fourth (*d*)	25. Q. R. to B. second
26. Q. to her R. third	26. Q. to K. fourth
27. Q. to her third	27. K. R. to K. square
28. K. R. to K. third	28. K. B. P. two (*e*)
29. K. Kt. P. one	29. P. takes P.
30. Q. to her Kt. fifth	30. K. R. P. one

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
31. Q. R. to K. square	31. Q. R. to B. fourth
32. Q. to her seventh	32. Q. to K. second
33. Q. to K. B. fifth	33. Q. to K. B. second
34. Q. takes Q. (check)	34. K. takes Q.
35. K. R. to Q. R. third	35. K. R. to K. second
36. Q. R. to K. B. square (check)	36. K. to Kt. third

AND WHITE ABANDONED THE GAME.

Notes to Game DXLIX.

(*a*) White apparently had no means to avoid the loss of a Pawn.

(*b*) If White had attempted to recover the Pawn by taking the Pawn at Queen's fourth, Black would have played Queen to Knight's third, and have had a fine position.

(*c*) With the view to play the Queen's Rook to Queen's Bishop's eighth, if his adversary attacked the Queen with his Rook.

(*d*) Well played, threatening to checkmate in a few moves.

(*e*) This also is a good move, as White must have lost the game immediately, if he had taken the Pawn.

GAME DL.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. two
3. Q. Kt. to B. third	3. K. B. to Q. third (*a*)
4. K. Kt. to K. second (*b*)	4. K. Kt. to K. second
5. K. Kt. to his third	5. Q. Kt. to B. third
6. B. to K. second	6. Q. Kt. to Q. fifth
7. Q. Kt. to Q. fifth	7. Kt. takes Kt.
8. Q. B. P. takes Kt.	8. Castles
9. Q. P. one	9. B. to K. second (*c*)
10. Q. B. to K. third	10. Kt. takes K. B.
11. Q. takes Kt.	11. Q. P. one
12. Castles on K.'s side	12. B. to Q. second
13. K. B. P. two	13. K. B. P. one
14. K. B. P. one	14. Q. Kt. P. two
15. Q. to K. Kt. fourth	15. K. to R. square
16. R. to B. third	16. K. Kt. P. one
17. Q. to R. fourth	17. P. takes P.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
18. Kt. takes P.	18. B. takes Kt.
19. R. takes B.	19. Q. to K. square
20. Q. R. to K. B. square	20. Q. to K. Kt. third
21. Q. R. to K. B. third	21. K. R. to K. Kt. square
22. Q. R. to Kt. third	22. Q. to B. second
23. Q. R. to R. third	23. R. to K. Kt. second
24. B. to K. R. sixth	24. R. to Kt. third
25. K. R. to his fifth	25. K. to Kt. square (*d*)
26. B. to K. B. eighth (*e*)	

AND WHITE RESIGNED.

Notes to Game DL.

(*a*) This move, although generally adopted by the defensive player, in the present opening is a very bad one; it confines the Queen's Bishop and Pawn, and presents a ready mark of attack for the adversary's Knight.

(*b*) The best reply, we believe, to the previous faulty play of White.

(*c*) White is now compelled to retreat this Bishop to enable him to advance his Queen's Pawn.

(*d*) If, instead of so playing, he had moved King's Bishop's Pawn one square, Black would have played his Bishop to King's Knight's fifth, and must have won without difficulty.

(*e*) This is an ingenious move, and decides the game at once in favour of the first player.

GAME DLI.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. Q. Kt. P. one	2. K. P. two
3. Q. B. to Kt. second	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. Q. P. one
5. K. B. to Q. B. fourth	5. Q. B. to K. third
6. Q. P. one	6. B. takes B.
7. Q. Kt. P. takes B.	7. K. Kt. to K. second
8. Q. Kt. to B. third	8. K. Kt. to his third
9. Q. Kt. to Q. fifth	9. B. to K. second
10. K. Kt. P. one	10. Q. R. P. one
11. Q. R. P. two	11. Q. R. to Kt. square
12. Castles	12. Q. to her second

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
13. Q. Kt. to K. third	13. Castles
14. Q. B. P. one	14. Q. Kt. P. two
15. B. P. takes P.	15. P. takes P.
16. P. takes P.	16. R. takes P.
17. B. to his square	17. K. R. to Q. Kt. square
18. Q. Kt. to K. B. fifth	18. B. to Q. square
19. K. R. P. two	19. K. Kt. to K. second
20. Kt. takes Kt. (check)	20. B. takes Kt.
21. K. to Kt. second	21. K. B. P. two
22. P. takes P.	22. Q. takes P.
23. Q. to K. second	23. Q. P. one
24. K. R. to K. square	24. B. to K. B. third
25. Q. R. to his sixth	25. Q. R. to Kt. third
26. R. takes R.	26. R. takes R.
27. B. to Q. R. third	27. R. to Q. Kt. sixth
28. B. to Q. Kt. second	28. K. P. one
29. P. takes P.	29. P. takes P.
30. Q. to B. fifth (check)	30. K. to B. square
31. Q. takes R.	31. Q. takes Kt. (check)
32. K. to Kt. square	32. B. to Q. fifth
33. Q. to her B. second	33. Q. takes Kt. P. (check)
34. K. to B. square	34. Q. to R. sixth (check)
35. K. to Kt. square	35. Kt. to K. fourth

AND AFTER A FEW MORE MOVES, WHITE ABANDONED THE GAME.

GAME DLII.

Between the President of the Liverpool Chess Club, and Mr. C. FORTH, of Carlow.

White. (Mr. M—.)	*Black.* (Mr. C. F—.)
1. K. B. P. two	1. Q. P. two
2. Q. P. two	2. Q. B. P. two
3. Q. B. P. two	3. Q. P. takes P.
4. Q. P. one	4. K. P. one
5. K. P. two	5. P. takes P.
6. P. takes P.	6. K. Kt. to B. third
7. B. takes P.	7. K. B. to Q. third
8. K. Kt. to B. third	8. Castles
9. Castles	9. Q. to her B. second
10. Q. to her second	10. Q. R. P. one
11. Q. R. P. two	11. Q. B. to K. B. fourth
12. Q. Kt. to B. third	12. Q. Kt. to Q. second
13. K. Kt. to R. fourth	13. Q. Kt. to his third

White. (Mr. M—.)	*Black.* (Mr. C. F—.)
14. Kt. takes B.	14. Kt. takes B.
15. Q. to her third	15. Kt. to his third
16. Q. R. P. one	16. Q. Kt. to Q. second
17. Q. to K. Kt. third	17. K. Kt. P. one
18. Q. to K. Kt. fifth	18. K. to R. square
19. Kt. takes B.	19. Q. takes Kt.
20. Q. Kt. P. one	20. K. to Kt. square
21. Q. B. to Kt. second	21. Q. R. to K. square
22. Q. R. to K. square	22. R. takes R.
23. R. takes R.	23. R. to K. square
24. R. takes R. (check)	24. K. Kt. takes R.
25. Kt. to K. fourth	25. Q. to K. B. square
26. Q. to her eighth	26. K. B. P. two
27. Kt. to K. Kt. fifth	27. K. Kt. to B. third
28. Q. to her B. seventh	28. Q. to K. square
29. K. to B. square	29. K. Kt. takes Q. P.
30. Q. to her sixth	30. K. Kt. to K. sixth (check)
31. K. to Kt. square	31. K. R. P. one
32. Kt. to K. sixth	32. Kt. to Q. eighth
33. B. to K. fifth	33. Kt. to K. sixth
34. Kt. takes Q. B. P.	34. Kt. takes Kt.
35. Q. takes Kt. (*a*)	35. Kt. to K. Kt. fifth
36. Q. to her fifth (check)	36. Q. to K. B. second
37. Q. to her eighth (check)	37. Q. to K. B. square

DRAWN GAME.

Note to Game DLII.

(*a*) Both parties overlooked that White, by playing his Queen to King's Bishop's sixth, instead of taking the Knight, might have forced the game immediately; *ex. gr.*

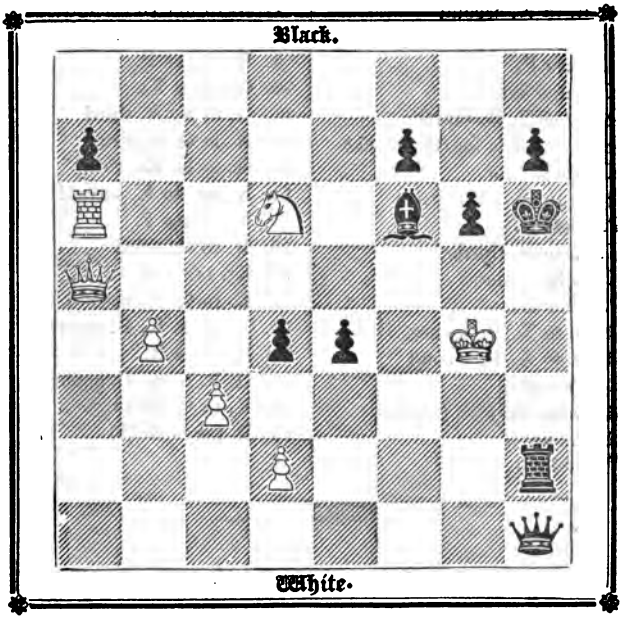
White.	*Black.*
35. Q. takes K. B.'s sixth	If Black in return play his Queen to King's Bishop's second he is mated next move; if to King's Bishop's square, he will be mated in two moves; and should he move her to her second square, White wins both the Queen and Knight, or mates in two moves; suppose, therefore,
	35. Kt. to K. third

White.	*Black.*
36. Q. to K. R. eighth (check)	36. K. to B. second
37. Q. to K. R. seventh (check)	37. Kt. to Kt. second (*best*)
38. Q. takes Kt. (check)	38. K. to his third
39. Q. to K. B. sixth (check)	39. K. to Q. fourth, or Q. second
40. Q. to her sixth, MATING next move.	

PROBLEM, No. 162.*

By M. ANDERSSEN, of the Breslau Chess Club.

White, playing first, to mate in seven moves.



* For the six Problems on Diagrams, by Mr. Anderssen, in this and the preceding Number, we are indebted to the kindness of Von Heydebrant ud Laza, of Berlin.

GAME DLIII.

Between Major NISBITT and Mr. ST——N, the latter giving the odds of his Queen's Knight.

Remove White's Queen's Knight from the board.

White.	*Black.*
1. K. P. two	1. Q. P. two (*a*)
2. K. P. one	2. Q. B. P. two
3. K. B. P. two	3. Q. B. to K. B. fourth
4. Q. P. one	4. K. P. one
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. Q. B. P. one	6. K. B. P. one
7. K. B. to K. second	7. Q. to her B. second
8. Castles	8. P. takes K. P.
9. P. takes P.	9. Kt. takes P.
10. Kt. takes Kt.	10. Q. takes Kt.
11. Q. B. to K. B. fourth	11. Q. to K. B. third
12. Q. to her R.'s fourth (check)	12. K. to Q. square
13. K. Kt. P. two	13. Q. to K. Kt. third
14. Q. B. to K. Kt. third	14. K. Kt. to K. second
15. P. takes B.	15. Kt. takes P.
16. K. R. to B. third	16. B. to Q. third
17. K. to Kt. second	17. Kt. takes B.
18. P. takes Kt.	18. K. to Q. B. second
19. Q. R. to K. B. square	19. K. R. to K. B. square
20. Q. R. to K. B. second	20. R. takes R.
21. R. takes R.	21. Q. R. to K. B. square
22. Q. to her R. fifth (check)	22. K. to Q. B. third
23. Q. P. one	23. R. takes R. (*b*)
23. B. MATES.	

Notes to Game DLIII.

(*a*) This move effectually prevents the attack, which the giver of the Knight or Rook usually obtains by playing first.

(*b*) Instead of taking the Rook, Black should have played his Queen's Bishop's Pawn one; and the game would then, in all probability, have terminated as a drawn battle.

GAMES PLAYED TWENTY FIVE YEARS SINCE

IN THE

LONDON CHESS CLUB.

In 1817, Mr. Cazenove, then President of the London Chess Club, published a selection of twenty curious and entertaining games played by the leading members of that day, Messrs. Brand, Cochrane, Fraser, Lewis, Mercier, Parkinson, &c. As only a few copies of this work were printed, it has now become extremely rare, and we believe, in re-publishing the games, many of which are well deserving preservation, we shall be doing an acceptable service to the readers of "The Chess Player's Chronicle."

GAME No. 1.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. Q. P. one
4. K. B. P. two	4. B. takes K. Kt.
5. R. takes B.	5. P. takes P.
6. Q. P. two	6. Q. to K. R. fifth (check)
7. K. Kt. P. one	7. P. takes P.
8. R. takes P.	8. K. B. P. one
9. Q. Kt. to B. third	9. Q. B. P. one
10. K. P. one	10. Q. P. takes P.
11. P. takes P.	11. K. Kt. to K. second
12. P. takes P.	12. P. takes P.
13. Q. Kt. to K. fourth	13. K. R. to B. square
14. Kt. takes P. (check)	14. R. takes Kt.
15. Q. B. to K. Kt. fifth (*a*)	15. Q. to her fifth
16. Q. R. to Q. square (*b*)	16. Q. takes Q. Kt. P.
17. B. takes R.	17. Q. takes B. (*c*)
18. K. R. to Kt. eighth (check)	18. Q. to K. B. square
19. R. takes Q. (check)	19. K. takes R.
20. Q. R. to Q. eighth (check)	20. K. to Kt. second
21. Q. takes Kt. (check)	21. K. to Kt. third
22. B. to Q. third (check)	22. K. to R. third
23. R. to K. Kt. eighth	

AND BLACK RESIGNED.

(*a*) If Black had taken the Knight with his Queen, this move would have equally won the game.*

* The notes to these games are by Mr. Cazenove.

(*b*) The Queen's Bishop's Pawn might also have been pushed a square, and afterwards the Queen's Rook moved to Queen's square.

(*c*) If the Queen were to check at the Queen's Knight's fifth square, White would move Queen's Bishop's Pawn one square, and the Black game would be equally irretrievable.

GAME No. 2.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. Q. B. P. one
3. Q. to K. second	3. Q. to her B. second
4. Q. B. P. one	4. K. Kt. to B. third
5. K. B. P. two	5. Q. P. one
6. K. B. P. one	6. Q. P. one
7. P. takes P.	7. P. takes P.
8. B. checks	8. Q. B. to Q. second
9. B. takes B. (check)	9. Q. Kt. takes B.
10. Q. P. two	10. K. P. one
11. K. Kt. to R. third	11. Castles
12. Castles	12. B. to Q. third
13. K. Kt. to B. fourth	13. K. R. P. one
14. Q. to K. B. second	14. K. Kt. to his fifth
15. Q. to K. second	15. K. R. P. one
16. K. Kt. takes Q. P.	16. B. takes K. R. P. (check)
17. K. to R. square	17. Q. to her third
18. Q. takes K. P.	18. K. R. to K. square
19. Q. to K. B. third	19. K. Kt. P. one
20. Q. B. to K. Kt. fifth	20. K. B. P. one
21. B. to Q. second	21. K. Kt. P. one
22. Q. Kt. to R. third	22. Q. R. P. two
23. Q. Kt. to Q. B. fourth	23. Q. to her B. third
24. Q. Kt. takes Q. R. P.	24. Q. to her Kt. fourth
25. Q. B. P. one	25. Q. to her R. fifth
26. K. Kt. to Q. Kt. sixth (check)	26. Kt. takes Kt.
27. Q. takes P. (CHECKMATE).	

GAME No. 3.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. Q. P. one
4. K. B. P. two	4. B. takes Kt.
5. R. takes B.	5. P. takes P.
6. Q. P. two	6. Q. checks
7. K. Kt. P. one	7. P. takes P.

White.	*Black.*
8. R. takes P.	8. K. B. P. one
9. Q. to K. B. second	9. K. Kt. to K. second
10. R. takes K. Kt. P.	10. Q. takes K. P. (check)
11. Q. B. to K. third	11. Q. P. one
12. Q. Kt. to B. third	12. Q. to K. R. eighth (check)
13. K. to Q. second	13. Q. takes Q. R.
14. Q. takes K. B. P.	14. Q. Kt. to B. third
15. Q. B. to K. Kt. fifth	

BLACK RESIGNED.

GAME No. 4.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. K. Kt. to B. third
4. K. B. P. two	4. P. takes P.
5. K. P. one	5. Kt. to his square
6. K. Kt. to B. third	6. K. Kt. P. two
7. Q. P. two	7. B. to Q. Kt. third
8. Q. B. P. one	8. K. Kt. P. one
9. Q. B. takes P.	9. P. takes Kt.
10. Q. takes P.	10. Q. to K. second
11. Castles	11. Q. Kt. to B. third
12. Q. B. to K. Kt. fifth	12. Q. Kt. takes K. P.
13. Q. to K. R. fifth	13. Q. to K. B. square
14. K. to R. square	14. Kt. takes B.
15. R. to K. square (check)	15. K. Kt. to K. second
16. B. to K. R. sixth	16. Q. to K. Kt. square
17. Q. to K. second	

WHITE WON THE GAME.

GAME No. 5.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Kt. to K. fifth	5. Q. to K. R. fifth (check)
6. K. to B. square	6. P. to K. B. sixth
7. P. takes P.	7. P. takes P.
8. Q. takes P.	8. K. Kt. to B. third
9. Q. Kt. to B. third	9. Q. P. one

White.	*Black.*
10. B. takes P. (check)	10. K. to his second
11. Q. Kt. to Q. fifth (check)	11. Kt. takes Kt.
12. B. takes Kt.	12. P. takes Kt.
13. Q. to K. B. seventh (check)	13. K. to Q. square

AND WHITE RESIGNED.

GAME No. 6.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. P. one	4. Q. to K. second
5. Q. Kt. to B. third	5. K. B. P. two
6. Q. R. P. one	6. Q. Kt. to B. third
7. Q. Kt. to Q. R. fourth	7. B. to Q. Kt. third
8. Kt. takes B.	8. Q. R. P. takes Kt.
9. Castles	9. P. takes P.
10. P. takes P.	10. B. to Q. second
11. Kt. to his fifth	11. Kt. to K. B. third
12. B. to K. B. seventh (check)	12. K. to Q. square
13. B. to Q. fifth	13. K. R. to B. square
14. Q. to K. second	14. K. R. P. one
15. Kt. to K. B. third	15. B. to K. Kt. fifth
16. Q. to her third	16. B. takes Kt.
17. P. takes B. (*a*)	17. Kt. takes B.
18. P. takes Kt.	18. Kt. to Q. fifth
19. P. to K. B. fourth	19. K. Kt. P. two
20. P. takes K. P.	20. Kt. to B. sixth (check)
21. K. to R. square (*b*)	21. Q. takes P.

AND WHITE RESIGNED.

(*a*) If the Queen had taken the Bishop, instead of the Pawn, White would have lost a piece.

(*b*) If the King had moved to his Knight's second, Black would equally have taken the Pawn at King's fourth, with his Queen; and if White had then moved his Rook home, Black would have moved Queen's Rook to adverse Queen's Rook's fourth, and White would have had a very bad game.

(*To be continued in our next Number.*)

MATCH OF CHESS,

BY CORRESPONDENCE,

BETWEEN PARIS AND PESTH (HUNGARY).

The following are the moves already made in this interesting contest.

Game commenced by Paris, Nov. 1842.

White. (PARIS.)	*Black.* (PESTH.)
1. K. P. two	1. K. P. two
2. K. Kt. to K. B.'s third	2. Q. Kt. to Q. B.'s third
3. K. B. to Q. B.'s fourth	

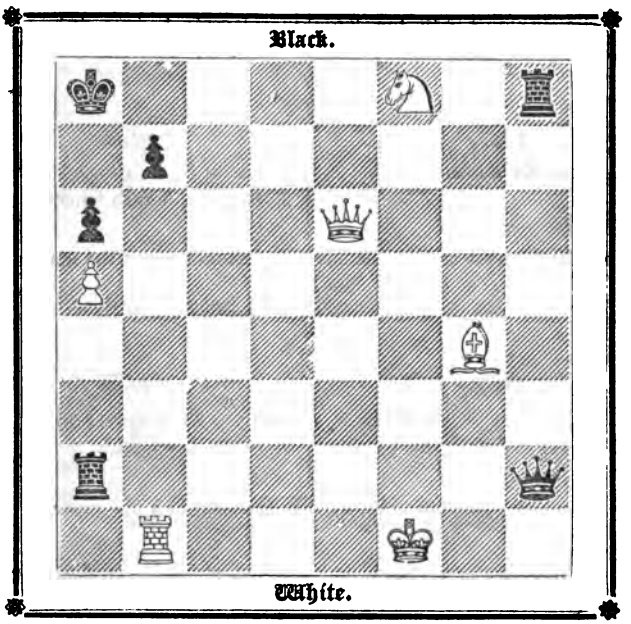
Game commenced by Pesth, Nov. 1842.

White. (PESTH.)	*Black.* (PARIS.)
1. K. P. two	1. K. P. two
2. K. Kt. to K. B.'s third	2. K. Kt. to K. B.'s third

PROBLEM, No. 163.

By M. ANDERSSEN, of the Breslau Chess Club.

White to play, and mate in six moves.



SOLUTIONS

TO THE

ENDS OF GAMES IN DR. BLEDOW'S LETTER,

Published in our last Number.

No. 1.

White.	*Black.*
1. P. to Q.'s sixth	1. Kt. to Q.'s fifth
2. P. to Q.'s seventh	2. Kt. to Q. B.'s third (*a*)
3. P. to Q.'s eighth (becoming a Queen)	3. Kt. takes Q.
4. Kt. takes Kt.	4. Q. Kt. P. one
5. Kt. to K.'s sixth	5. Q. Kt. P. one
6. Kt. to K. Kt.'s fifth (check)	6. K. to Kt.'s third
7. Kt. to K.'s fourth	7. Q. Kt. P. one
8. Kt. to Q. B.'s third, or Q.'s second	8. Q. R. P. one
9. Kt. to Q. Kt.'s square	

And White wins easily with his two Pawns.

(*a*) If Black, instead of this move, play his Knight to King's third, White, by checking with the Knight at King's Knight fifth, will win immediately.

No. 2.

White.	*Black.*
1. K. to his Kt.'s fifth	1. Kt. to K. B.'s seventh
2. P. one	2. Kt. to K.'s fifth (check)
3. K. to Kt.'s sixth	

And White must win, as his adversary cannot arrest the march of his Pawn.

No. 3.

White.	*Black.*
1. Kt. to Kt.'s fourth (double ch.)	1. K. to Kt.'s second (*a*)
2. R. to Q.'s seventh (check)	2. K. to B.'s square
3. Kt. to B.'s sixth	

And play as Black can, he will be mated in a few moves.

(*a*) He will be mated next move, if the King be played to Rook's fourth.

No. 4.

White.	*Black.*
1. Q. takes K. P. (check)	1. Q. to B.'s fourth (*best*)
2. Q. to K.'s eighth (check)	2. K. to R.'s third
3. Kt. to B.'s seventh (check)	3. K. to R.'s second
4. Q. to K. R.'s eighth (check)	4. K. to Kt.'s third
5. Kt. to K.'s fifth (check)	5. K. to B.'s third
6. Q. to her eighth (check)	6. K. to his third
7. Q. to her seventh (check)	7. K. to B.'s third
8. Q. to K. B.'s seventh (CHECK-MATE).	

No. 5.

White.	*Black.*
1. Q. to K. B.'s eighth (check)	1. Kt. to Kt.'s second
2. Q. takes K. B. P. (threatening mate at K. Kt.'s fifth)	2. Q. to her seventh
3. K. to R.'s third	3. Q. R. P. one
4. K. Kt. P. two	4. Kt. to K.'s third
5. P. one (check)	5. Kt. takes P. (check)
6. P. takes Kt. (check)	6. Q. takes P.
7. Q. to K. B.'s eighth (CHECK-MATE).	

Solution to the Position of Mr. St—n's.

White.	*Black.*
1. R. to K.'s eighth (check)	1. K. to R.'s second
2. R. to K. R.'s eighth (check)	2. K. takes R.
3. Q. takes K. R. P. (check)	3. K. to Kt.'s square
4. Q. takes K. Kt. P. (CHECK-MATE.)	

PROBLEMS FOR YOUNG PLAYERS.

No. 146.*

White.	*Black.*
K. at his B.'s fourth	K. at Q.'s fifth
Q. at her R.'s eighth	Pawn at Q.'s third, and Q. Kt.'s fourth
Kt. at Q. Kt.'s fourth	
Pawn at Q. Kt.'s third	

White to play first, and mate in three moves.

* The two ingenious Problems, Nos. 146 and 147, are by Mr. Silas Angas, of Newcastle, and originally appeared in *Le Palamède*.

No. 147.

White.	*Black.*
K. at his B.'s square	K. at his sixth
Q. at her Kt.'s fourth	
Kt. at K.'s fourth	

White to play first, and mate in three moves.

No. 148.

This situation, an excellent study in Pawn manœuvring, occurred in play.

White.	*Black.*
K. at Q. B.'s second	K. at his second
Pawns at K. R.'s fourth, K. Kt.'s third, Q.'s third, Q. Kt.'s fourth, and Q. R.'s third	Pawns at K. Kt.'s fifth, K.'s fourth, Q.'s fourth, Q.'s fifth, and Q. Kt.'s fourth

White having the move, how must Black play to draw the game?

No. 149.

This position occurred in play.

White.	*Black.*
K. at Q. B.'s third	K. at Q. R.'s sixth
Kt. at K. Kt.'s eighth	Kt. at K. B.'s fifth
Pawns at K. Kt.'s fourth, and K. R.'s sixth	Pawns at K. B.'s third, Q. Kt.'s third, and Q. Kt.'s sixth

White played first, and Black won the game

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our last Number.

No. 157.

White.	*Black.*
1. Q. to K.'s sixth (check)	1. K. to B.'s square (*best*)
2. B. to Q. R.'s fourth	2. B. takes Q. (*best*)
3. R. to Q.'s eighth (check)	3. K. to B.'s second
4. B. to K.'s eighth (check)	4. K. to Kt.'s square
5. B. to K. Kt.'s sixth (CHECKMATE).	

No. 158.

White.	*Black.*
1. Q. to her B.'s sixth (check)	1. K. to Kt.'s square
2. Q. takes K. P.	2. Q. takes R. P. (check) (*a*)
3. Q. takes Q.	3. Kt. takes Q.
4. Kt. to Q. B. sixth (check)	4. K. to Kt.'s second, or R.'s square
5. R. takes P. (CHECKMATE).	

(*a*) If the Black takes the Queen, White mates him in two moves.

No. 159.

White.	*Black.*
1. Kt. to K. B.'s eighth	1. R. takes Q. (*best*)
2. Kt. to K.'s sixth (check)	2. K. to his square
3. B. to K. R.'s fifth (check)	3. K. to Q.'s second
4. Kt. to Q. B.'s sixth	4. K. takes Kt.
5. B. to K.'s eighth (CHECKMATE).	

No. 160.

White.	*Black.*
1. Kt. to K. R.'s fifth	1. K. takes Kt.
2. Kt. to K. Kt.'s seventh (check)	2. K. to R.'s fifth
3. K. to his B.'s fourth	3. P. one
4. Kt. to K. B.'s fifth (CHECKMATE).	

SCIENTIFIC STRATAGEMS,

SELECTED FROM THE

WORKS OF THE BEST AUTHORS ON CHESS.

No. 216.

By Mr. W. BONE.

White.	*Black.*
K. at his sixth	K. at Q.'s fifth
Q. at K.'s second	
Pawn at Q.'s second	

White, playing first, to mate in three moves.

No. 217.

By Mr. W. Bone.

White.	*Black.*
K. at Q. B.'s fifth	K. at his R.'s seventh
Q. at her fourth	Q. at K. R.'s eighth
Kt. at K. Kt.'s fifth	B. at Q. R.'s fifth
	Pawns at Q. B.'s third, and Q. Kt.'s fourth

White, playing first, to mate in four moves.

No. 218.

By Mr. Silas Angas, of Newcastle.

White.	*Black.*
K. at his B.'s third	K. at Q. Kt.'s fifth
Q. at her eighth	Q. at K. Kt.'s eighth
B. at Q. B.'s square	R. at K. Kt.'s square
B. at Q. B.'s fourth	B. at Q. B.'s fourth
Kt. at K.'s fifth	Pawns at K. B.'s fifth, K. B.'s seventh, Q. B.'s seventh, and Q. R.'s fifth
Pawns at K.'s fourth, and Q.'s second	

White plays first, and mates in four moves.

No. 219.

By Mr. W. Bone.

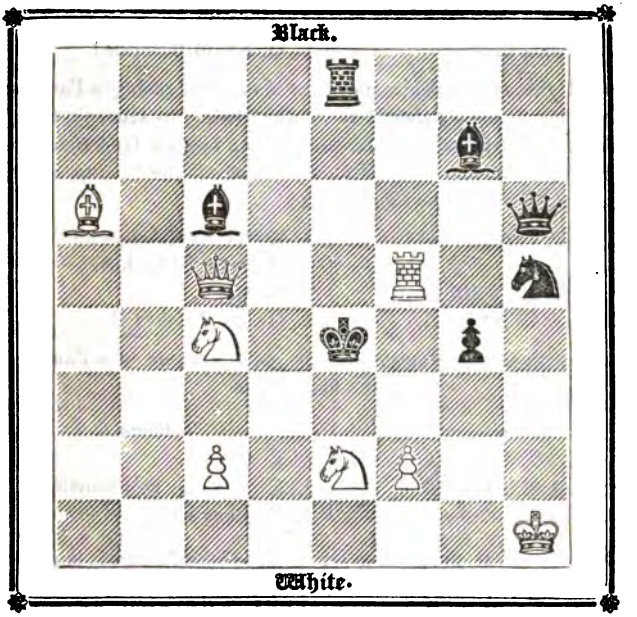
White.	*Black.*
K. at Q.'s third	K. at his Kt.'s square
Q. at K.'s second	Q. at K. Kt.'s sixth
Pawn at K. B.'s sixth	B. at K.'s sixth
	Pawns at K. R.'s second, K. Kt.'s third, K.'s fourth, and Q.'s fifth

White plays first, and gives mate in ten moves.

PROBLEM, No. 164.

By Mr. E. WILLIAMS, of Bristol.

White, playing first, to mate in four moves.



ELEMENTARY LESSONS,*

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

LESSON ELEVENTH.

ON THE KING'S BISHOP'S OPENING.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. P. two	3. K B. takes P.

White's third move is not to be commended, because, if properly answered, he loses a Pawn without obtaining any equivalent advantage in position.

* These Lessons will be continued in each Number, to the end of the Volume.

If Black, however, takes the proffered Pawn with his Pawn, instead of with the Bishop, White will have the better game; *ex. gr.*

	K. P. takes P.
K. B. takes K. B. P. (*check*)	*K. takes B.*
Q. to K. R.'s fifth (*check*)	

And then takes the Bishop.

4. K. Kt. to B.'s third	4. Q. Kt. to B.'s third

Instead of this move, White may play his Queen Bishop's Pawn one; upon which his adversary should retire the Bishop to Queen's Knight's third. Black's fourth move is far better than playing Queen to King's Bishop's third, as in that case, White by taking off the Bishop, and then Castling, obtains a fine attacking position.

5. K. B. to Q.'s fifth	5. K. Kt. to K.'s second
6. Q. B. P. one	6. B. to Q. Kt.'s third
7. Q. B. to K. Kt.'s fifth	7. Castles
8. K. B. takes Q. Kt.	8. Q. Kt. P. takes B.

And Black, with an equal position, has the advantage of a Pawn more than the first player.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. K. B. P. two	3. B. takes Kt.

"K. B. P. two," at the third move of the Bishop's game, is not very frequently played.

It is not so good as "K. Kt. to B.'s third," or "Q. B. P. one." It would be bad play on Black's part to take the Pawn, because his opponent may then advance his "Queen's Pawn two," resolving the game into a kind of Bishop's gambit, or play out his King's Knight, threatening to push the Queen's Pawn at his next move.

4. Q. to K. R.'s fifth	4. Q. to K.'s second

If White at his fourth move takes the Bishop with his Rook, Black can check with the Queen; upon which the following moves are likely to occur:—

R. takes B.	*Q. to K. R.'s fifth* (*check*)
K. Kt. P. one	*Q. takes R. P.*
K. to his B.'s square	*Q. P. two*
K. B. takes P.	*Q. B.* (*checks*)
K. to his square	*Q. takes R.* (*check*)
K. to his second	*B. to K. Kt.'s fifth* (*check*)
K. to Q.'s third	*Q. mates.*

White.	*Black.*
5. R. takes B.	5. Q. Kt. to B.'s third

Black's fifth move is given by Mr. Jänisch, in Mr. Lewis's New Treatise; the game proceeds thus:—

K. R. takes B.	*Q. P. one*
K. B. P. one	*K. Kt. to B.'s third*
Q. to K. Kt.'s fifth	*K. Kt. takes K. P.*
Q. takes K. Kt. P.	*Q. to K. B.'s third*
K. B. takes K. B. P. (check)	*K. to his second*
Q. takes Q. (check)	*Kt. takes Q.*
K. B. to Q. Kt.'s third	*Q. B. takes P.*
6. Q. P. one	6. K. Kt. to B. third

If, instead of playing his Queen's Pawn, White takes Pawn with Pawn, Black can win a Pawn in a few moves; *ex. gr.*

P. takes P.	*Q. Kt. to Q.'s fifth*
Q. Kt. to R.'s third	*K. Kt. P. one*
Q. to her square	*Q. takes P.*
7. Q. to K.'s second	7. Q. Kt. to Q.'s fifth
8. Q. to her square	8. Q. P. two
9. Q. B. P. one	9. K. Kt. to his fifth
10. K. Kt. P. one	10. P. takes B.
11. P. takes Q. Kt.	11. K. P. takes Q. P.
12. K. R. P. one	12. Kt. to B.'s third
13. Q. to her R.'s fourth (check)	13. Q. B. P. one
14. Q. takes P. at her B.'s fourth	14. Q. B. takes P.
15. Q. takes Q. P.	15. Q. R. to Q.'s square

We prefer Black's game.

1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. Kt. P. two	3. B. takes Q. Kt. P.

In a previous Lesson we gave the variations consequent on White's throwing forward his "King's Bishop's Pawn two," after giving up the Knight's Pawn, which opening is known as "the double gambit;" we shall on the present occasion examine, briefly, a few of those arising from his playing differently at the fourth move. In the first place,

4. K. Kt. to B.'s third	4. Q. P. one

This move of White's is not so strong as "Queen's Bishop's Pawn one," which we shall give in a variation. If Black for his fourth move protects the Pawn by playing out his Queen's Knight, the game is resolved into an "Evans's gambit,"—an opening we shall fully treat of hereafter.

White.	*Black.*
5. Q. B. P. one	5. B. to Q. B.'s fourth
6. Q. P. two	6. P. takes P.
7. P. takes P.	7. B. to Q. Kt.'s third

If Black, instead of retreating his Bishop, plays him to Queen's Knight's fifth, checking, White may move his King with advantage to the Bishop's square.

8. Q. B. to Kt.'s second	8. K. Kt. to B.'s third
9. Castles	9. Castles

Black has gained a Pawn.

Variation on White's 4th Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. Kt. P. two	3. B. takes Kt. P.
4. Q. B. P. one	4. B. to Q. R.'s fourth

If Black for his fourth move play the Bishop to King's second, White will move his Queen to her Knight's third, and have a better game. Should he return the Bishop, however, to Queen's Bishop's fourth, the game will probably proceed as follows :—

	B. to Q. B.'s fourth
Q. P. two	*P. takes P.*
B. takes K. B. P. (check)	*K. takes B.*
Q. to K. R.'s fifth (check)	*K. Kt. P. one*
Q. takes B.	
5. K. Kt. to B.'s third	5. Q. Kt. to B.'s third

And the position is the same as in the opening of "The Evans's gambit."

THE ROOK AND KNIGHT AGAINST THE ROOK.

Solutions to the Positions in our last Number.

No. 3.

White.	*Black.*
1. Kt. to K.'s fourth (check)	1. K. to B.'s fourth (*a*)
2. R. to K. B.'s third (check)	2. K. to his third
3. R. to K. B.'s sixth (check), winning the Rook.	

(*a*) If the King be moved to his third, White must check with the Rook at Queen's Bishop's sixth, and then at King's Bishop's sixth.

No. 4.*

White.	*Black.*
1. Kt. to Q.'s sixth (check)	1. K. to B.'s square (best)
2. R. to Q.'s seventh	2. R. to Q. Kt.'s square, or (A)
3. R. to Q. R.'s seventh	3. R. to Q.'s square

It is necessary to force the Black Rook on to this square, in order to prevent his checking the King, when White removes his Knight.

White.	*Black.*
4. Kt. to K. B.'s fifth	4. R. to Q. Kt.'s square (best)
5. Kt. to K. Kt.'s second	5. R. to Kt.'s third (check)
6. Kt. to K.'s sixth (check)	6. K. to Kt.'s square
7. R. to K.'s seventh	7. R. to Q. Kt.'s sixth
8. K. to Kt.'s sixth	8. R. to Q. Kt.'s square (best)
9. R. to Q.'s seventh	9. R. to Q. R.'s square
10. R. to Q.'s sixth	10. R. to K.'s square
11. R. to Q. B.'s sixth	11. R. to Q. R.'s square
12. Kt. to Kt.'s fifth	12. K. to B.'s square
13. R. to K.'s sixth	13. K. to Kt.'s square
14. Kt. to K. R.'s seventh	14. R. to Q. Kt.'s square
15. R. to K.'s seventh	15. R. checks
16. Kt. to K. B.'s sixth (check)	16. R. takes Kt. (check)
17. K. takes R.	

And White mates in three more moves.

(A)

White.	*Black.*
2.	2. K. to his Kt.'s square
3. K. to his Kt.'s sixth	3. K. to B.'s square
4. R. to B.'s seventh (check)	4. K. to Kt.'s square
5. Kt. to K.'s fourth	5. Moves where he can
6. Kt. to B.'s sixth, &c. &c.	

No. 5.

(In this position, mate may be effected in thirteen moves.—Ed.)

White.	*Black.*
1. R. to Q.'s fifth	1. K. to R.'s second, or (A) (B) (C)
2. Kt. to K. Kt.'s fifth (check)	2. K. to R.'s third
3. Kt. to B.'s seventh (check)	3. K. to R.'s second
4. R. to K. R.'s fifth (check), and mates next move.	

* Owing to an error in Mr. Forth's MS., the Knight was wrongly placed in the previous Number. Instead of "Kt. at Q. B.'s fifth," read "Kt. at King's fourth."

(A)

White.	*Black.*
1.	1. R. to K. B.'s seventh (check)
2. K. to Kt.'s sixth	2. R. to Kt.'s seventh (check)
3. Kt. to Kt.'s fifth	

And Black must either sacrifice his Rook for the Knight, or be mated in two moves.

(B)

White.	*Black.*
1.	1. R. to Q. Kt.'s third
2. K. to K. B.'s seventh	2. R. to Q. Kt.'s second (check)
3. K. to Kt.'s sixth	3. R. to Q. Kt.'s square
4. R. to Q.'s sixth	4. K. to Kt.'s square
5. Kt. to Kt.'s fifth	5. K. to B.'s square
6. R. to K.'s sixth	6. R. to Q.'s square
7. Kt. to K. R.'s seventh (check)	7. K. to Kt.'s square
8. R. to K.'s seventh	8. R. checks
9. Kt. to B.'s sixth (check)	9. R. takes Kt. (check)
10. K. takes R., and mates in three moves.	

(C)

White.	*Black.*
1.	1. R. to Q. Kt.'s square
2. K. to Kt.'s sixth	2. R. checks
3. K. to R.'s sixth	3. R. to K.'s square
4. Kt. to K. Kt.'s fifth	4. K. to Kt.'s square
5. R. to Q.'s seventh	5. R. to Q. R.'s square, or (C 1)
6. R. to K. Kt.'s seventh (check)	6. K. to B.'s square
7. Kt. to R.'s seventh (check), and wins the Rook in two moves.	

(C 1)

White.	*Black.*
5.	5. R. to Q. B.'s square
6. R. to K. Kt.'s seventh (check)	6. K. to B.'s square
7. Kt. to K. R.'s seventh (check)	7. K. to his square
8. Kt. to B.'s sixth (check)	8. K. to B.'s square
9. K. to Kt.'s sixth, and wins the Rook, or mates next move.	

Several additional variations could be given, but the above it is presumed will be thought sufficient.

No. 6.

White.	*Black.*
1. Kt. to K.'s sixth	1. R. to Q. Kt.'s square
2. Kt. to K. Kt.'s seventh (ch.)	2. K. to B.'s square
3. R. to Q.'s seventh	3. R. to Kt.'s third (check)
4. Kt. to K.'s sixth (check)	4. K. to Kt.'s square
5. R. to K.'s seventh	5. R. to Q. R.'s third
6. K. to Kt.'s sixth	6. R. to Q. R.'s square
7. R. to Q.'s seventh	7. R. to Kt.'s square
8. R. to Q.'s sixth	8. R. to K.'s square
9. R. to Q. B.'s sixth	9. R. to Q. R.'s square
10. Kt. to K. Kt.'s fifth	10. K. to B.'s square
11. R. to K.'s sixth	11. R. to Q. Kt.'s square
12. Kt. to R.'s seventh (check)	12. K. to Kt.'s square
13. R. to K.'s seventh	13. R. checks
14. Kt. to K. B.'s sixth (check)	14. R. takes Kt. (check)
15. K. takes R., and mates in three moves.	

No. 7.

White.	*Black.*
1. R. to B.'s seventh (check)	1. K. to Kt.'s square
2. K. to B.'s sixth	2. R. to Q. R.'s third, or (A)
3. R. to K.'s seventh	3. R. to Kt.'s third
4. K. to Kt.'s sixth	4. R. to Q. Kt.'s square
5. R. to Q.'s seventh, &c., as in position, No. 6.	

(A)

White.	*Black.*
2.	2. R. to Q.'s eighth
3. R. to Q. B.'s eighth (check)	3. K. to R.'s second
4. Kt. to Kt.'s fifth (check)	4. K. to R.'s third
5. R. MATES.	

No. 8.

White.	*Black.*
1. R. to Q.'s seventh (check)	1. K. to Kt.'s square
2. K. to Kt.'s sixth	2. K. to B.'s square

Instead of moving his King, Black might now exchange his Rook for the Knight, which would delay the mate a move or two.

White.	*Black.*
3. R. to B.'s seventh (check)	3. K. to Kt.'s square
4. Kt. to Q.'s fifth	4. R. checks
5. Kt. to B.'s sixth (check)	5. R. takes Kt. (check)
6. R. takes R., and mates next move.	

CHESS INTELLIGENCE.

THE Chess Club recently established at Brighton has commenced with every prospect of success. The Club Room is at the NEW SHIP HOTEL, and is open from 2 o'clock P. M. until midnight; but Members meet particularly on Wednesday and Saturday evening at 8 o'clock; one of the Rules is especially deserving commendation, and should be adopted generally by similar Societies throughout the kingdom; it is—"That Members of the undermentioned Chess Clubs visiting Brighton, be admitted to the Club as Honorary Members for one month, upon the introduction of any Member, viz. The London, St. George's, Edinburgh, Dublin, Liverpool, Glasgow, Bristol, and Nottingham Chess Clubs."

The Chess Club at Dublin has been newly organized, and, under the auspices of its respected President, Sir John Blunden, Bart., bids fair to rival in numbers and in skill the most promising Institutions of the kind in England. We are requested to mention that the LAWS of CHESS, as revised by a Committee of the London Chess Club in 1842, which appeared in VOLUME II. of "THE CHESS PLAYER'S CHRONICLE," are those adopted by both the Clubs above mentioned.

The London Circle of Chess has been roused from its lethargy by the timely return to England of the redoubted Captain Evans, and a brief visit from Mr. C. Forth, one of the leading players in Ireland. The former, notwithstanding his long absence, and the want of practice with suitable opponents, has, during his sojourn here, contended successfully with many of the strongest Metropolitan players; and the latter has exhibited talent for the game, which, if duly cultivated, will place him in the highest rank of living Amateurs.

PROBLEM, No. 165.

La Mêlée.

By the Rev. H. BOLTON.

White, playing first, to mate in fourteen moves.

GAME DLIV.

Between the HONORARY SECRETARY of the London Chess Club, and Mr. C. FORTH, of Carlow, the former giving the Pawn and two moves.

(*Remove Black's King's Bishop's Pawn from the board.*)

White. (Mr. C. F.)	*Black.* (HON. SEC.)
1. K. P. two	1.
2. Q. P. two	2. Q. B. P. two
3. Q. to K. R. fifth (check)	3. K. Kt. P. one
4. Q. takes Q. B. P.	4. Q. Kt. to B. third
5. K. B. to Q. Kt. fifth (*a*)	5. K. P. two
6. Q. to her B. fourth	6. Kt. takes Q. P.
7. Q. B. to K. third	7. Q. to her R. fourth (check)
8. Q. Kt. to B. third	8. Kt. takes Q. B. P. (check)
9. K. to Q. second	9. Kt. takes Q. R.

White. (Mr. C. F.)	*Black.* (Hon. Sec.)
10. K. Kt. to B. third	10. K. B. to Kt. second
11. Q. to her fifth (*b*)	11. Q. to her B. second
12. K. Kt. to his fifth	12. K. Kt. to R. third
13. K. Kt. to K. sixth (*c*)	13. Q. to her Kt. square
14. Kt. takes B. (check)	14. K. to his second
15. Q. B. to his fifth (check)	15. Q. P. one
16. Q. takes K. P. (check)	16. K. to B. second
17. B. takes Q. P.	

BLACK RESIGNED.

Notes to Game DLIV.

(*a*) Badly played.

(*b*) Threatening to win the Queen by taking the Pawn with King's Bishop, checking.

(*c*) White's latter moves in this game are very ingeniously played.

GAME DLV.

Between the same Players, Black giving the Pawn and two moves.

(*Remove Black's King's Bishop's Pawn from the board.*)

White. (Mr. C. F.)	*Black.* (Hon. Sec.)
1. K. P. two	1.
2. Q. P. two	2. Q. B. P. two
3. Q. to K. R. fifth (check)	3. K. Kt. P. one
4. Q. takes Q. B. P.	4. Q. Kt. to B. third
5. Q. to her B. fourth	5. K. P. one
6. K. Kt. to B. third	6. Q. P. two
7. P. takes P.	7. P. takes P.
8. Q. to K. second (check)	8. K. Kt. to K. second
9. Q. B. P. one	9. K. B. to Kt. second
10. Kt. to K. fifth	10. Castles
11. K. B. P. two	11. Kt. to K. B. fourth
12. Q. Kt. to Q. second	12. Q. Kt. takes Q. P.
13. P. takes Kt.	13. Kt. takes P.
14. Q. to her third	14. R. takes P.
15. Q. Kt. to K. B. third	15. Q. B. to K. B. fourth
16. Q. to her second	16. Kt. to Q. B. seventh (check)
17. K. to Q. square	17. K. B. takes Kt.
18. Kt. takes B.	18. R. to Q. fifth
19. K. B. to Q. third	19. Kt. takes Q. R.

White. (Mr. C. F.)	*Black.* (Hon. Sec.)
20. Q. to her B. third	20. Q. to her Kt. third
21. Q. B. to K. third	21. R. takes K. B. (check)
22. Q. takes R.	22. Q. P. one
23. B. takes P.	23. B. takes Q.
24. B. takes Q.	24. B. to Q. B. seventh (check)
25. K. to Q. second	25. P. takes B.
26. R. takes Kt.	

DRAWN GAME.

GAME DLVI.

Mr. St——n gives his King's Knight to an Amateur.

(Remove White's King's Knight from the board.)

White. (Mr. St—n.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. Q. P. two	2. Q. P. two
3. K. B. P. two	3. K. P. takes Q. P.
4. K. P. one	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. P. takes P.	6. B. to Q. B. fourth
7. K. B. to Q. third	7. K. Kt. to K. second
8. Q. B. to Q. R. third	8. B. takes B.
9. Kt. takes B.	9. Q. B. P. one
10. Castles	10. Q. B. to K. B. fourth
11. Q. R. to Kt. square	11. Q. Kt. P. two
12. K. Kt. P. two	12. B. takes B.
13. Q. takes B.	13. Q. to her R. fourth
14. Kt. to Q. B. second	14. Q. to her Kt. third (check)
15. K. to R. square	15. Q. Kt. to Q. second
16. Q. R. to K. square	16. Castles on K.'s side
17. K. B. P. one	17. Q. Kt. to Q. B. fourth
18. Q. to K. R. third	18. Q. Kt. to K. fifth
19. Kt. to Q. fourth	19. Q. Kt. P. one
20. K. B. P. one	20. K. Kt. to his third
21. R. takes Q. Kt.	21. P. takes R.
22. Kt. to K. B. fifth	22. Kt. takes K. P.
23. Kt. to K. R. sixth (check)	23. K. to R. square (*a*)
24. P. takes P. (check)	24. K. takes P.
25. Kt. to B. fifth (check)	25. K. to his B. third (*b*)
26. Q. to K. R. fourth (check)	26. K. to his third
27. Q. to K. seventh (check)	27. K. to Q. fourth
28. R. to Q. square (check)	28. Kt. to Q. sixth

White. (Mr. St—n.)	*Black.* (Mr. —.)
29. Q. B. P one (check)	29. K. takes P.
30. Q. takes K. P. (check)	30. K. to B. fourth
31. Q. to her fourth (check)	31. K. to Kt. fourth
32. Q. takes Kt. (check)	32. K. to R. fourth
33. Kt. to Q. sixth	

AND, IN A FEW MORE MOVES, BLACK RESIGNED.

Notes to Game DLVI.

(*a*) White would have won the game immediately, if his Knight had been taken.

(*b*) If Black had retired his King again to the Rook's square, he would have been mated in three or four moves.

GAME DLVII.

Between Messrs. C——e and St——n.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. Q. P. two	2. P. takes P.
3. Q. takes P.	3. Q. Kt. to B. third
4. Q. to her square	4. K. P. two
5. K. B. to Q. B. fourth	5. K. Kt. to B. third
6. K. Kt. to B. third	6. K. B. to Q. B. fourth (*a*)
7. Castles	7. Castles
8. Q. Kt. to B. third	8. K. R. P. one
9. Q. R. P. one (*b*)	9. Q. R. P. one (*c*)
10. K. B. to Q. fifth	10. Q. P. one
11. B. takes Kt.	11. P. takes B.
12. K. Kt. to K. square	12. Kt. to his fifth
13. K. R. P. one	13. Kt. to K. B. third
14. K. to R. square	14. Kt. to K. R. second
15. K. Kt. to Q. third	15. B. to Q. R. second
16. K. B. P. two	16. Q. to K. R. fifth
17. Q. to K. B. third	17. K. B. P. two
18. K. P. takes K. B. P.	18. Q. B. takes P.
19. K. Kt. P. two	19. Kt. to his fourth
20. Q. to K. Kt. second (*d*)	20. Kt. takes K. R. P.
21. Q. to K. R. second	21. Q. takes K. Kt. P.
22. Q. to K. Kt. second	22. Q. to K. R. fifth
23. Q. to K. R. second	23. K. P. one

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
24. Kt. to K. square	24. K. B. to K. Kt. eighth
25. R. takes B.	25. Kt. to K. B. seventh (check)
26. K. to Kt. second	26. B. to K. R. sixth (check)

AND WHITE RESIGNED.

Notes to Game DLVII.

(*a*) Black would have played imprudently in taking the King's Pawn, because his opponent in that case would have taken the King's Bishop's Pawn, checking, and then have moved his Queen to her fifth.

(*b*) With the intention of advancing the Queen's Knight's Pawn, and compelling Black to remove his Knight from the support of the King's Pawn.

(*c*) To prevent the consequences threatened by White's preceding move.

(*d*) If White had ventured to take the Knight, Black, by playing the Bishop to King's fifth, would have won the Queen, or mated him immediately.

GAME DLVIII.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. to K. B. third
5. Q. Kt. P. two	5. B. to Q. Kt. third
6. Q. Kt. P. one	6. Kt. to Q. R. fourth
7. B. to K. second	7. Q. P. one
8. Q. P. two	8. P. takes P.
9. P. takes P.	9. Q. to K. Kt. third
10. Q. to her third	10. K. Kt. to B. third (*a*)
11. Q. Kt. to B. third	11. Q. B. to K. Kt. fifth
12. Castles	12. B. takes Kt.
13. B. takes B.	13. Castles on K.'s side
14. Kt. to K. second	14. K. R. P. one
15. B. to Q. second	15. Q. P. one
16. Kt. to K. B. fourth	16. Q. to K. R. second
17. K. P. one	17. Q. takes Q.
18. Kt. takes Q.	18. K. Kt. to K. fifth

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Black. (Mr. St—n.)	*White.* (Mr. C—e.)
19. Q. B. takes Q. Kt.	19. B. takes B.
20. B. takes K. Kt.	20. P. takes B.
21. Kt. to Q. B. fifth	21. B. to Q. Kt. third
22. Q. R. to Q. B. square	22. Q. R. to Q. square
23. K. R. to Q. square	23. Q. R. to Q. fourth
24. Kt. takes K. P.	24. K. R. to Q. square
25. Q. R. to Q. B. fourth (*b*)	25. Q. R. takes K. P.
26. Kt. to K. Kt. third	26. Q. R. takes Q. Kt. P.
27. K. to B. square	27. Q. R. to Q. fourth
28. Kt. to K. second	28. Q. B. P. two
29. Q. R. P. two	29. P. takes Q. P.
30. R. to Q. third	30. Q. R. to K. fourth
31. K. Kt. P. one	31. K. Kt. P. two
32. K. B. P. two	32. Q. R. to Q. fourth
33. K. R. P. one	33. B. to Q. B. fourth
34. K. to his B. second	34. Q. Kt. P. one
35. K. to B. third	35. Q. R. P. one
36. K. Kt. P. one	36. Q. Kt. P. one
37. P. takes Q. Kt. P.	37. Q. R. P. takes P.
38. R. to Q. B. second	38. Q. Kt. P. one
39. Kt. to Q. B. square	39. K. Kt. P. takes P.
40. K. takes P.	40. B. to Q. R. second
41. Kt. to Q. Kt. third	41. B. to Q. Kt. square (check)
42. K. to his fourth	42. R. to K. fourth (check)
43. K. to B. third	43. K. B. P. two
44. R. to Q. B. fourth	44. P. takes P. (check)
45. K. takes P.	45. Q. R. to K. Kt. fourth (check)
46. K. to R. fourth	46. B. to K. fourth

AND, IN A FEW MORE MOVES, WHITE WON THE GAME.

Notes to Game DLVIII.

(*a*) White would have played ill in taking the King's Knight Pawn.
(*b*) "Q. R. P. two," would have been a better move.

GAME DLIX.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. Q. P. two	2. P. takes P.
3. Q. takes P.	3. Q. Kt. to B. third

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
4. Q. to her square	4. K. Kt. to B. third
5. K. B. to Q. third	5. K. P. two
6. K. Kt. to B. third	6. K. B. to Q. B. fourth
7. Castles	7. Q. P. one
8. K. R. P. one	8. K. R. P. one
9. Q. Kt. to B. third	9. Castles
10. K. Kt. to K. R. second	10. Q. Kt. to Q. fifth
11. K. to R. square	11. Q. Kt. to K. third
12. K. B. P. two	12. P. takes P.
13. B. takes P.	13. Kt. takes B.
14. R. takes Kt.	14. Q. B. to K. third
15. Q. to K. second	15. K. B. to Q. fifth
16. Q. R. to K. B. square	16. K. B. to K. fourth
17. K. R. to K. B. second	17. Q. R. to Q. B. square
18. Q. R. P. one	18. Q. R. to Q. B. fourth
19. Q. Kt. to Q. square	19. K. B. to Q. fifth
20. R. to K. B. third	20. R. to K. Kt. fourth
21. Q. B. P. one	21. K. B. to K. fourth
22. K. Kt. P. two	22. K. R. P. one
23. Q. to K. third	23. P. takes P.
24. Q. takes R.	24. P. takes R.
25. R. takes P.	25. B. takes Kt.
26. R. takes Kt. (*a*)	26. K. B. to K. fourth
27. R. to K. B. fifth	27. Q. B. takes R.
28. Q. takes B.	28. Q. to K. R. fifth

AND BLACK WON THE GAME SPEEDILY.

Note to Game DLIX.

(*a*) White would obviously have lost his Queen, had he taken the Bishop with his King.

GAME DLX.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. to K. second
5. Q. Kt. P. two	5. K. B. to Q. Kt. third
6. Q. Kt. P. one	6. Q. Kt. to his square

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
7. Q. P. two	7. Q. P. one
8. Q. P. takes P.	8. P. takes P.
9. Q. B. to Q. R. third	9. K. B. to Q. B. fourth (*a*)
10. K. B. takes K. B. P. (check)	10. Q. takes K. B. (*b*)
11. B. takes B.	11. Q. Kt. to Q. second
12. B. to Q. R. third	12. K. Kt. to K. second
13. Castles	13. Castles
14. Kt. to K. Kt. fifth	14. Q. to K. B. third
15. Q. to her Kt. third (check)	15. K. to R. square
16. Kt. to K. sixth	16. R. to K. B. second
17. Kt. takes Q. B. P.	17. K. Kt. to his third
18. Kt. takes Q. R. (*c*)	18. K. Kt. to K. B. fifth
19. Q. to her B. fourth	19. Q. to K. Kt. third (*d*)
20. K. Kt. P. one	20. Q. to K. R. fourth
21. Q. takes B. (check)	21. R. to K. B. square
22. B. takes R.	22. Kt. to K. R. sixth (check)

AND THE GAME WAS ABANDONED AS DRAWN.

Notes to Game DLX.

(*a*) The opening moves are far from well played by the second player, but the game has been thought worth preservation, on account of the ingenuity he displayed in drawing it.

(*b*) It is evident that White would equally have lost a Pawn, if he had taken the Bishop with his King, as Black would then have checked with the Queen at her fifth, and afterwards have taken the adverse King's Bishop.

(*c*) Instead of this move, Black should have played his Knight to King's eighth.

(*d*) Well played.

GAME DLXI.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. two	3. K. P. takes P.
4. Q. takes P.	4. Q. Kt. to B. third
5. Q. to K. third	5. Q. to K. second
6. Q. Kt. to B. third	6. Q. to her B. fourth
7. Q. to K. second	7. Q. Kt. to Q. fifth

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
8. Q. to her third	8. Kt. takes Q. B. P. (check)
9. Q. takes Kt.	9. Q. takes B.
10. K. Kt. to K. second	10. K. B. to Q. Kt. fifth
11. Castles	11. B. takes Q. Kt.
12. Kt. takes B.	12. Q. P. one
13. Q. B. to K. Kt. fifth	13. Kt. to Q. second
14. Q. Kt. P. one	14. Q. to her B. third
15. Q. to Q. second	15. K. R. P. one
16. B. to K. third	16. Kt. to Q. B. fourth
17. K. B. P. one	17. Q. B. to K. third
18. Q. R. to Q. B. square	18. Q. R. P. two (*a*)
19. K. R. to Q. square	19. Q. Kt. P. two
20. Q. to K. B. second	20. Castles on K.'s side
21. Kt. to K. second	21. Q. R. to Q. square
22. Kt. to K. B. fourth	22. Q. to her Kt. second
23. Q. to K. Kt. third	23. K. to R. second
24. Kt. to K. R. fifth	24. R. to K. Kt. square
25. R. takes Kt., winning a piece	

AND WHITE RESIGNED.

Note to Game DLXI.

(*a*) If White had Castled, his adversary, by advancing the Queen's Knight's Pawn on the Knight, and then playing his Knight to Queen's fifth, must have won with ease in a few moves.

GAME DLXII.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. K. B. to Q. B. fourth (*a*)	2. K. P. one
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. K. P. one	4. K. Kt. to K. second
5. Q. Kt. to B. third	5. K. Kt. to his third
6. Q. to K. second	6. K. Kt. to B. fifth
7. Q. to K. fourth	7. K. Kt. P. two (*b*)
8. K. Kt. P. one (*c*)	8. Q. P. two
9. P. takes P. *en passant*	9. K. B. P. two, winning the Queen (*c*)

Notes to Game DLXII.

(*a*) This is not well played.

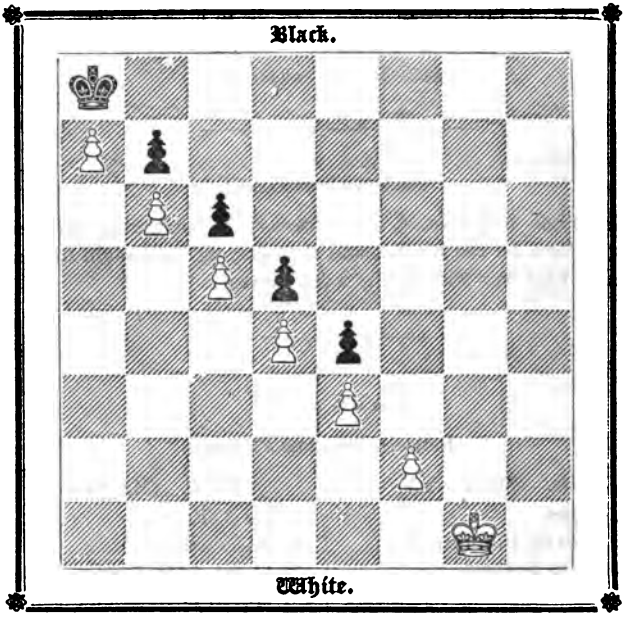
(*b*) It is pretty clear that Black would have lost his Knight by taking the King's Knight's Pawn.

(*c*) This move lost White the game.

PROBLEM, No. 166.*

By MM. L. and K.

White to win the game.



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* *From Le Palamède.*

ELEMENTARY LESSONS,*

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

LESSON TWELFTH.

ON THE KING'S BISHOP'S OPENING.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. P. two

In each of the preceding Lessons, we have made the defending player, in reply to White's second move of "K. B. to Q. B.'s fourth," play that move also: we shall now proceed to consider the variations which are likely to result from his answering White's second move differently; and with this examination, which will extend to three or four more Lessons, will terminate our Analysis of "THE KING'S BISHOP'S OPENING."

Black's second move occurs in Greco's valuable Treatise, and has been copiously analysed by Cozio, Allgaier, Lewis, and very recently by Major Jänisch in his "ANALYSE NOUVELLE," &c.

3. K. B. takes Kt.	3. R. takes B.
4. P. takes P.	4. Q. P. two

The move here given as Black's fourth, we owe to Allgaier; Cozio, to prevent the adversary giving check with his Queen, proposes playing "Q. to K. Kt.'s fourth,"—a move which is certainly inferior to Allgaier's, since it loses time for the second player, and enables his opponent to sustain the Gambit Pawn.

5. Q. to K. R.'s fifth (check)	5. K. Kt. P. one
6. P. takes P.	6. R. takes P.
7. Q. takes K. R. P.	7. Q. to K. B.'s third

If White, at his seventh move, plays "K. Kt. to B.'s third," instead of the move just given, the following variation is probable:—

K. Kt. to B.'s third	*Q. B. to K. Kt.'s fifth*
Q. takes K. R. P.	*R. to K. Kt.'s second*
Q. to K. R.'s fourth	*Q. to her third*
Q. P. one	*B. takes Kt.*
P. takes B.	*R. to K. B.'s second*
K. R. to K. Kt.'s square	*Q. Kt. to B.'s third*
Q. B. P. one	*R. takes P.*
Q. Kt. to Q.'s second	*R. to K. B.'s second*

* These Lessons will be continued in each Number, to the end of the Volume.

White.	*Black.*
Kt. to his third	*Kt. to K.'s second*
B. to K. Kt.'s fifth	*Castles*
Castles	

White's position is secure, and he has the advantage of a Pawn more than his adversary.

8. Q. Kt. to B.'s third	8. R. takes P.

If, instead of bringing out the Knight, his best move, White takes the Queen's Bishop's Pawn, Black should play Queen's Knight to Bishop's third, and he must then win without difficulty.

9. Q. to K. R.'s fifth (check)	9. K. to Q.'s square
10. Q. to K.'s second	10. K. B. to Q. B.'s fourth
11. Q. Kt. to Q.'s square	11. Q. to K. Kt.'s second
12. Q. to K. B.'s square	12. Q. Kt. to B.'s third

Instead of retreating the Queen to King's Bishop's square, White may play King's Knight to Bishop's third, at his twelfth move; in which case, Black should advance the King's Pawn one square, and, upon the Knight being moved to King's Rook's fourth, play his Rook to Knight's fifth, winning it next move.

13. Q. B. P. one	13. K. P. one
14. K. Kt. to K.'s second	14. Kt. to K.'s fourth
15. K. Kt. to B.'s fourth	15. Kt. to K. B.'s sixth (check)
16. K. to his second	16. R. to K. Kt.'s eighth
17. R. takes R.	17. Kt. takes R. (check)
18. K. to his square	18. Kt. checks
19. K. to his second	19. B. to K. Kt.'s fifth

And White cannot save the game.

If, at his seventeenth move, White attacks the Queen with his Knight, in lieu of taking the Rook, the following moves are not unlikely to occur:—

K. Kt. to K. R.'s fifth	*Q. to K. Kt.'s fifth*
Q. Kt. to K.'s third, or K. R. P. one	*Kt. to Q.'s fifth (double check)*
K. to his square	*Q. to K.'s seventh (checkmate)*

1st VARIATION.

Beginning at White's 5th move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. P. two
3. B. takes Kt.	3. R. takes B.

White.	*Black.*
4. P. takes P.	4. Q. P. two
5. K. Kt. P. two	5. K. R. P. two

Instead of attempting to sustain the Gambit Pawn at his fifth move, White may first play King's Knight to Bishop's third.

K. Kt. to B.'s third	*Q. to K. B.'s third*
K. Kt. P. two	*K. Kt. P. one*
P. takes P.	*Q. B. takes K. Kt. P.*
6. K. R. P. one	6. P. takes P.
7. P. takes P.	7. K. Kt. P. one
8. P. takes P.	8. R. takes P.
9. K. B. P. one	9. K. P. one

And the second player has the better game.

2nd VARIATION.

Beginning at White's 3rd move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. P. two
3. P. takes P.	3. K. Kt. to B.'s third
4. K. Kt. P. two	4. Q. P. two

In this opening, the Pawn at King's Bishop's fifth cannot be defended advantageously, as in the ordinary King's Gambit, and therefore White's play in this and the preceding Variation is reprehensible.

5. K. B. to K.'s second	5. K. B. to Q. B.'s fourth

If White retires his Bishop to Queen's Knight's third, instead of to King's second, Black recovers the Pawn lost immediately; *ex. gr.*

K. B. to Q. Kt.'s third	*K. R. P. two*
K. Kt. P. one	*Kt. to K.'s fifth*
6. Q. P. one	6. K. R. P. two
7. K. Kt. P. one	7. Kt. to his fifth
8. B. takes Kt.	8. P. takes B.
9. Q. takes P.	9. Castles
10. Q. B. to K.'s third	10. Q. P. one

Allgaier improperly makes Black, at his tenth move, take Bishop with Bishop, which gives the first player a better position: thus—

	K. B. takes B.
P. takes B.	*K. R. takes P.*
K. Kt. to B.'s third	

White.	*Black.*
11. Q. B. to Q.'s second	11. Q. B. takes P.
12. Q. to K. Kt.'s second	12. K. P. one

And, although minus a Pawn, Black has the better game.

3rd VARIATION.

Beginning at White's 4th move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. P. two
3. B. takes Kt.	3. R. takes B.
4. Q. Kt. to B.'s third	4. Q. to K. B.'s third

Playing thus at the fourth move, is better for the first player than checking with his Queen, or moving King's Knight to Bishop's third, and Major Jänisch prefers it to the favourite move of "Queen's Pawn two," of which he gives, among many others, the following variation :—

Q. P. two	*Q. to K. B.'s third*
Q. to K. R.'s fifth (check)	*K. Kt. P. one*
Q. takes K. R. P.	*R. to Kt.'s second*
Q. P. takes K. P.	*Q. takes P.*
Q. to K. R.'s fourth	*Q. takes K. P. (check)*

Black has a good game.

5. Q. Kt. to Q.'s fifth	5. Q. to her B.'s third
6. Q. to R.'s fifth (check)	6. K. Kt. P. one
7. Q. takes Q. R. P.	7. K. R. to Kt.'s second
8. Q. to K. R.'s fourth	8. Q. takes Q. B. P.
9. Kt. to K. B.'s sixth (check)	9. K. to his B.'s second
10. K. P. takes P.	10. Q. takes P. at K. B.'s fourth
11. Kt. to Q.'s fifth	

White has the better game.

We shall pursue the Variations of this interesting Début next month; in the mean time the annexed game, which is opened in the manner under consideration, may prove instructive to the learner.

Game played between MM. HEYDEBRANT and M——T, of the Berlin Chess Club.

White. (M. M—T.)	*Black.* (M. H—T.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. P. two
3. B. takes Kt.	3. R. takes B.
4. P. takes P.	4. Q. P. two

White. (M. M—T.)	*Black.* (M. H—T.)
5. Q. checks	5. K. Kt. P. one
6. P. takes P.	6. R. takes P.
7. K. R. P. one	7. Q. to K. B. sixth
8. K. Kt. to B. third	8. Q. Kt. to B. third
9. Q. Kt. to B. third	9. Q. B. to K. third
10. K. Kt. to R. fourth	10. Q. Kt. to Q. fifth
11. Kt. takes R.	11. Kt. takes Q. B. P. (check)
12. K. to Q. square	12. P. takes Kt.
13. Q. to K. R. seventh	13. Kt. takes Q. R.
14. Q. takes Q. B. P.	14. Q. to K. B. fourth
15. Q. takes Q. Kt. P.	15. R. to Q. square
16. Kt. to Q. Kt. fifth	16. Q. to her B. seventh (check)
17. K. to his second	17. Q. to K. fifth (check)
18. K. to Q. square	18. R. to Q. second
19. Q. to B. sixth	19. Q. B. to K. B. fourth
20. Kt. to B. seventh (check)	20. K. to B. second
21. Kt. to Q. Kt. fifth	21. Q. takes K. Kt. P.
22. R. to K. square	22. Q. B. to his seventh (check)
23. K. to his second	23. Q. to K. fifth (check)
24. K. to B. square	24. B. checks

AND WHITE RESIGNED.

ANALYSE NOUVELLE DES OUVERTURES

DU

JEU DES ECHECS.

PAR LE MAJOR C. F. DE JANISCH.

VOL. I.

To an English Amateur, accustomed to the *ad nauseam* repetition of the same formula of moves to each particular opening, which Treatises on Chess in this country undeviatingly exhibit, one pleasant feature of the present work is the decided aim at originality observable throughout. Major Jänisch, with laudable incredulity, sets forward determined to take nothing for granted in Chess:* he will not be satisfied, because A

* Unless it be the immeasurable pre-eminence of Philidor over all other players, ancient and modern, and the inferiority of the English to the French school of Chess-play!! Upon these two points we are disposed to think M. Jänisch has not given his judgment fair play. His enthusiasm for Philidor, we cannot help attributing to the unbounded admiration in which that great master is held by M. Petroff, rather than to actual study of his games; and his remarks when contrasting the French and English schools of play are certainly not calculated to induce us to overestimate his qualifications for pronouncing upon their relative merits.

and B and C, with a host of docile followers, have decided certain modes of play to be the best, that their judgment is infallible; but he has analysed with skill and carefulness for himself, and the result of his investigations, when completed, will form, if we mistake not, the most valuable addition to Chess literature which the science and industry of this age, rife as it is with books upon the subject, have yet produced.

The volume before us is divided into two books: in the first, we have the Author's "General Theory, and Classification of Débuts;" some observations upon the Laws of the Game; and then his examination of "Débuts on the Queen's side," of "many incorrect débuts," and of the "Débuts of the two King's Bishops." The King's Knight's game, King's Gambit, and other openings on the King's side, are reserved for the Second Volume, which we are promised in a few months. Major Jänisch's Classification of the different openings is simpler, and to our minds, therefore, better, than that usually adopted.

"La plupart des auteurs divisent toutes les ouvertures du jeu des échecs en 'ouvertures régulières' et en 'ouvertures irrégulières.' Les premières sont, selon eux: le début du F. du R., celui du C. du R., les gambits du R. et de la D. Toutes les autres, y compris les débuts Français et 'des pions du centre,' sont irrégulières. Comme cette division est entièrement arbitraire et ne repose sur aucun principe, nous ne pouvons l'adopter. Nous distinguons tous les débuts en débuts CORRECTS, et en débuts INCORRECTS OU HAZARDES. On a débuté correctement, lorsque, l'adversaire jouant toujours les coups justes, on n'aura souffert, au bout d'un nombre de coups plus ou moins long, pas le plus léger désavantage, tel qu'on pion improprement doublé, ou isolé, une dame trop exposée, la privation de la faculté de roquer, une situation gênée ou enfermée, etc., sans parler de la perte d'un pion ou d'une pièce. Quand on a eu le trait, on n'a donc plus débuté correctement si, au bout d'un certain nombre de coups, l'avantage de l'attaque a passé à l'adversaire, ou si l'on a ce qu'on appelle 'perdu le trait,' quelque égale que fut d'ailleurs restée la partie. Dans tout début correct, après un nombre de coups plus ou moins long (début plus ou moins bon), l'attaque et la défense doivent être exactement équilibrées: savoir, l'avantage du trait doit avoir entièrement cessé pour le premier joueur, sans avoir passé au second.

Nous divisons ensuite tous les débuts corrects en deux grandes classes: 1°. *Les Débuts du Côté du Roi, ou Débuts Royaux;* 2°. *Les Débuts du Côté de la Dame.* La première classe renferme tous ceux dans lesquels chacun des a poussé à son première coup le pion du Roi, deux cases; la séconde renferme les différentes espèces de gambits de la Dame, et les débuts Français qui, comme on le verra, se réduisent toujours à des gambits ou contre gambits de la Dame joués à un certaine époque du commencement de la partée. Toutes les autres ouvertures énumérées au long dans cette introduction sont, comme nous l'avons dit, INCORRECTES, et vont être prouvées telles dans le 1^er^ livre.

The openings on the Queen's side, comprising, as above mentioned, the Queen's Gambits and counter-gambits, together with the innumerable Variations of the "French," or "King's Pawn one," game, are termed "le jeu de la défensive," while those of the King's side, from their great and various resources of attack, are designated "le jeu de l'offensive."

Passing over the subdivisions of these openings, the "Memoir on the Laws of Chess," and other prefatory matter, we shall proceed at once to the consideration of the most novel and important points in the Analysis; commencing with "*The Débuts du Côté de la Dame.*"

DÉBUTS DU CÔTÉ DE LA DAME.

To the openings on the Queen's side, which the student will find more comprehensive than he has hitherto thought them, the author accords the *premier* rank, considering that in these the advantage derivable from the first move sooner ceases than in other débuts, and that consequently, the game being more equal, the greatest exactitude of play is demanded.

Debut I.

White.	*Black.*
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two

This is the best move for the opening player. *K. Kt. to B.'s third*, and *K. B. P. two*, are weak. Advancing the King's Pawn one square further, is imprudent.

3. P. takes P.	3. P. takes P.

White's third move is better than playing on the Pawn, as will be shown in the following début.

4. Q. B. P. two (*best*)	4. P. takes P.

Black's fourth move is feeble, nor would *K. B. to Q. Kt.'s fifth* (*check*) be much better. The proper move, *K. Kt. to B.'s third*, will be given in the Variation. If he play *Q. B. to K.'s third*, White replies by *Q. to her Kt.'s third*, and will have the advantage.

5. K. B. takes P.	5. K. B. to Q. third

The move here given to Black is better than *K. Kt. to B.'s third*, adopted by M'Donnell against La Bourdonnais; *ex. gr.*

	K. Kt. to B.'s third
Q. to her Kt.'s third	*Q. to K.'s second* (*check*)
K. Kt. to K.'s second	*Q. to her Kt.'s fifth* (*check*)

White.	*Black.*
Q. Kt. to B.'s third	*Q. takes Q.*
B. takes Q.	*K. B. to K.'s second*

The first player has gained time.

6. Q. to her Kt.'s third	6. Q. to K.'s second (check)

A better move for Black than *Q. to K. B.'s sixth*, as the following few moves will show.

	Q. to K. B.'s sixth
K. Kt. to B.'s third	*K. Kt. to K.'s second*
Castles	*Castles*
Q. B. to K. Kt.'s fifth, followed by	
B. takes Kt.	
K. R. to K.'s square, and B. to Q.'s third, &c.	

White has the better position.

7. K. Kt. to K.'s second	7. K. Kt. to B.'s third
8. Castles	8. Castles
9. Q. Kt. to B.'s third	9. Q. Kt. to B.'s third
10. K. B. to Q.'s third	

White has slightly the advantage, owing to his adversary's premature acceptance of the gambit at his fourth move. If White, at his ninth move, play Queen's Bishop to King's Knight's fifth, Black may take the King's Rook's Pawn, checking, and obtain the better game.

Variation on Black's 4th Move.

White.	*Black.*
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two
3. P. takes P.	3. P. takes P.
4. Q. B. P. two	4. K. Kt. to B.'s third (*best*)

We give here for the first time the exact defence of the Queen's Gambit. If, instead of this move, Black plays for his fourth—

	Q. Kt. to B.'s third
Then, *K. Kt. to B.'s third*	*Q. B. to K.'s third, or* (A)
Q. to her Kt.'s third	
Better game.	

(A)

	K. Kt. to B.'s third
Then, *Q. Kt. to B.'s third*	*K. B. to K.'s second, or* (B)

White.	*Black.*
P. takes P.	*Kt. takes P.*
K. B. to Q. Kt.'s fifth	

Better game.

(B)

	Q. B. to K.'s third, or (C)
Q. to her Kt.'s third	

Better game.

(C)

	K. B. to Q. Kt.'s fifth
Q. R. P. one	*B. takes Kt.* (*check*)
P. takes B.	

Better game.

5. Q. Kt. to B.'s third (bad)	5. K. B. to K.'s second

Black's best move. If he play—

	P. takes P.
Then, *K. B. takes P.*	*K. B. to K.'s second, or* (A)
K. Kt. to B.'s third	*Castles*
Castles	

Better game.

(A)

	K. B. to Q.'s third
Q. to K.'s second (*check*)	*Q. to K.'s second*
Q. takes Q. (*check*)	*B. takes Q.*
Q. B. to K. B.'s fourth	
Having gained time.	

6. K. Kt. to B.'s third	6. Castles
7. K. B. to K.'s second	7. P. takes P. or (A)
8. B. takes P.	8. Q. B. to K. Kt.'s fifth
9. Castles	9. Q. Kt. to B.'s third
10. Q. B. to K.'s third	

The game is equal.

(A)

	Q. Kt. to B.'s third
K. Kt. to K.'s fifth	

Another Variation on Black's 4th Move.

White.	*Black.*
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two
3. P. takes P.	3. P. takes P.
4. Q. B. P. two	4. Q. B. P. two (weak)
5. Q. P. takes P.	5. Q. P. one, or (A)
6. Q. Kt. P. two	6. Q. R. P. two
7. K. Kt. to B.'s third	7. Q. R. P. takes P.
8. Q. takes Q. P.	8. Q. takes Q.
9. Kt. takes Q.	9. B. takes P.
10. K. Kt. to Q. Kt.'s fifth	10. Q. Kt. to R.'s third
11. Q. B. to Kt.'s second	11. K. B. P. one
12. K. B. to Q.'s third	12. Q. B. to Q.'s second
13. Kt. to Q.'s fourth	13. K. Kt. to K.'s second

We prefer White's game.

(A)

	Q. to her R.'s fourth (check)
Q. B. to Q.'s second (best)	*Q. takes P. at B.'s fourth*
P. takes P.	*K. Kt. to B.'s third*
Q. Kt. to B.'s third	*Kt. takes P.*
Q. R. to Q. B.'s square	

Better game.

Another Variation.

White.	*Black.*
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two
3. P. takes P.	3. P. takes P.
4. Q. B. P. two	4. K. Kt. to B.'s third
5. Q. Kt. to B.'s third	5. Q. B. P. two

This counter-gambit is somewhat hazardous.

6. Q. P. takes P. (*best*)	6. Q. P. one, or (A)
7. Q. Kt. to Q. R.'s fourth	7. B. takes P.
8. Kt. takes B.	8. Q. to her R.'s fourth (check)
9. Q. B. to Q.'s second	9. Q. takes Kt.
10. Q. Kt. P. two	10. Q. to her Kt.'s third, or (B)

White appears to have the better game. If for his eleventh move he plays *Q. B. P. one*, Black can check with his Queen at King's third.

(A)

	Q. B. to K.'s third
Q. B. to K.'s third	*Q. Kt. to B.'s third*
P. takes Q. P.	*K. Kt. takes P.*
Kt. takes Kt.	*Q. takes Kt.*
Q. R. P. one	

Better game.

(B)

	Q. to her B.'s second
K. Kt. to B.'s third	*Q. B. to K. Kt.'s fifth*
Q. to her R.'s fourth (check)	*Q. B. to Q.'s second*
Q. to her B.'s second	

Better game.

Variation on White's 2nd Move.

White.	*Black.*
1. K. P. two	1. K. P. one
2. K. Kt. to B.'s third	2. Q. P. two
3. P. takes P.	3. P. takes P.

It is better for White to take the Pawn than to play it on, because Black will then advance his *Q. B. P. two*, and have the stronger position.

4. Q. P. two	4. K. Kt. to B.'s third
If Black move	
	Q. B. P. two
Then, *K. B. to Q. Kt.'s fifth (check)*	*Q. Kt. to B.'s third*
Castles	

Better game.

5. K. B. to Q.'s third	5. K. B. to Q.'s third
6. Castles	6. Castles
7. Q. B. P. two	7. Q. B. P. two

Equal game.*

---

* *We prefer White's game, because of*

White.	*Black.*
8. *Q. P. takes P.*	8. *B. takes P.*
9. *Q. B. P. takes P.*	9. *Q. takes P.*
	If Kt. takes P. White plays *Q. to her B.'s second*
10. *Q. B. to K. Kt.'s fifth*	

Another Variation on White's 2nd Move.

White.	*Black.*
1. K. P. two	1. K. P. one
2. K. P. one (*bad*)	2. Q. P. one (*weak*)

The idea of thus advancing the King's Pawn at the second move, we owe to Cozio; but he has failed to give the proper counter-attack.

If Black move *Q. P. two*, the first player may take the Pawn *en passant*; and if he play,

	K. B. P. one
Then, *Q. P. two*	*P. takes P.*
P. takes P.	*Q. P. one*
K. B. to Q.'s third	
*Better game.**	
3. P. takes P.	3. P. takes P.

Black should take with his Bishop.—*See* (A.)

4. Q. P. two	4. Q. P. one
5. Q. B. P. two	5. Q. Kt. to B.'s third
6. K. Kt. to B.'s third	6. K. B. to Q.'s third
7. Q. Kt. to B.'s third	7. K. Kt. to K.'s second
8. K. B. to K.'s second	8. Castles
9. Castles	

(A)

	K. B. takes P.
Q. P. two	*Q. B. P. two*
P. takes P.	*Q. to her R.'s fourth (check)*
Q. B. P. one	*Q. takes P. at B.'s fourth*
Q. B. to K.'s third	*Q. to her B.'s second*
K. Kt. to B.'s third	*K. Kt. to K.'s second*
K. B. to Q.'s third	*K. P. one*
Castles	*Q. B. to K. Kt.'s fifth*
Q. Kt. to Q.'s second	*Castles*

And although Black has lost a move or two with his Queen, he has a good game.

Another Variation.

White.	*Black.*
1. K. P. two	1. K. P. one
2. K. P. one	2. Q. B. P. two (*best*)
3. K. Kt. to B.'s third, or (A)	3. K. B. P. one

* Want of space compels us to omit occasionally, in these extracts, the less important ramifications of M. Jänisch's Analyses.

White.	*Black.*
4. Q. B. P. one	4. P. takes P.
5. Kt. takes P.	5. K. Kt. to B.'s third
6. Q. P. two	6. Q. P. two
7. Q. B. to K.'s third, or (B)	7. Q. to her Kt.'s third
8. Q. Kt. P. one	8. Q. Kt. to B.'s third
9. K. B. to K.'s second	9. K. B. to Q.'s third

Black has the better game.

(A)

Q. B. P. one	*Q. P. two*
P. takes P. en passant	*K. B. takes P.*
Q. P. two	*Q. B. to Q.'s second*
K. Kt. to B.'s third	*Q. Kt. to B.'s third*

Better game.

(B)

K. B. checks	*Q. B. to Q.'s second*

If, at his seventh move, White plays *K. B. to Q.'s third*, instead of checking, Black may play *Q. Kt. to B.'s third*, or *K. B. to Q.'s third*, and have a very good position.

(*To be continued in our next.*)

MATCH OF CHESS,

BY CORRESPONDENCE,

BETWEEN PARIS AND PESTH (HUNGARY).

(*Continued from page* 81.)

Paris Game.

White. (PARIS.)	*Black.* (PESTH.)
	3. K. B. to K.'s second
4. Castles	4. K. Kt. to B.'s third

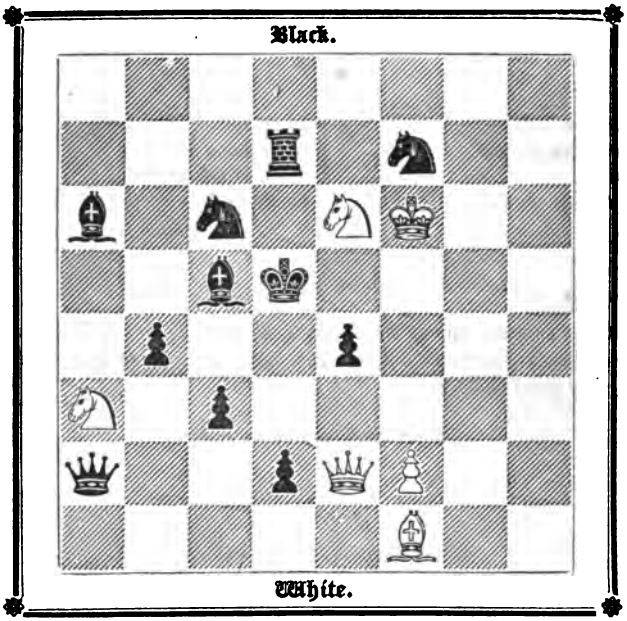
Pesth Game.

White. (PESTH.)	*Black.* (PARIS.)
3. Kt. takes K. P.	3. Q. P. one
4. K. Kt. to K. B.'s third	

PROBLEM, No. 167.

By Herr Kling.

White playing first, mates in three moves.



MATCH BY CORRESPONDENCE,

BETWEEN THE

CHESS CLUBS OF LIVERPOOL AND ARMAGH.

The second and concluding game of this Match has just been forwarded to us by the Hon. Secretary of the Liverpool Club.*

White. (Liverpool.)	*Black.* (Armagh.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to Q. third
7. K. Kt. to B. third	7. Q. Kt. to B. third

* *For the first game of this Match, see p.* 148, *Vol. I. of the present work.*

White. (LIVERPOOL.)	*Black.* (ARMAGH.)
8. Castles	8. Castles
9. K. R. P. one	9. K. R. P. one
10. Q. to her third (*a*)	10. Q. Kt. to Q. R. fourth
11. K. B. to Q. Kt. fifth	11. Q. B. to K. third (*b*)
12. K. R. to K. square	12. Q. R. P. one
13. B. to Q. R. fourth	13. Q. Kt. P. two
14. B. to Q. B. second	14. B. to Q. B. fifth
15. Q. to K. third (*c*)	15. Q. Kt. to B. third
16. Q. Kt. P. one	16. R. to K. square
17. Q. to her second	17. R. takes R. (check)
18. Kt. takes R.	18. B. to K. third
19. K. B. P. two (*d*)	19. Q. Kt. to his fifth (*e*)
20. K. B. to K. fourth	20. Q. Kt. to Q. fourth
21. B. takes Kt.	21. Kt. takes B.
22. K. Kt. to Q. third	22. Q. to K. R. fifth
23. Kt. takes Kt.	23. B. takes Kt.
24. Q. to K. B. second	24. Q. takes Q. (check)
25. K. takes Q.	25. R. to K. square
26. K. Kt. P. two	26. Q. R. P. one
27. B. to Q. second	27. R. to K. fifth
28. B. to K. third	28. Q. Kt. P. one
29. R. to Q. B. square	29. K. B. P. one
30. Kt. to Q. B. fifth	30. R. to K. square
31. R. to K. square	31. K. to B. second
32. B. to Q. second	32. R. to K. R. square (*f*)
33. Kt. to K. fourth	33. B. to K. second
34. K. B. P. one	34. R. to Q. square
35. Kt. to Q. B. fifth	35. B. takes Kt.
36. P. takes B.	36. B. takes Q. Kt. P.
37. B. takes Q. Kt. P.	37. P. takes B.
38. P. takes B.	38. R. to Q. fourth
39. R. to K. fourth	39. R. takes Q. B. P.
40. R. takes Q. Kt. P.	40. K. to his second
41. R. to Q. B. fourth (*g*)	41. R. takes R.
42. P. takes R.	42. K. to Q. third
43. K. to Kt. third	43. K. to Q. B. fourth
44. K. to R. fourth	44. K. takes P.
45. K. to R. fifth	45. K. to Q. fourth
46. K. to Kt. sixth	46. Q. B. P. two
47. K. takes Kt. P.,	47. Q. B. P. one
48. K. R. P. one (*h*)	48. Q. B. P. one
49. K. Kt. P. one	49. Q. B. P. one (*i*)
50. P. takes K. B. P.	50. P. one, becoming a Q.
51. P. to K. B. seventh	51. Q. to Q. B. second
52. K. to his Kt. eighth	52. Q. to K. Kt. sixth (check)

White. (LIVERPOOL.)	*Black.* (ARMAGH.)
53. K. to R. seventh	53. Q. to her third
54. K. to Kt. eighth	54. K. to his fourth
55. P. one, becoming a Q.	55. Q. takes Q. (check)
56. K. takes Q.	56. K. takes P.
57. K. to his seventh	

DRAWN GAME. (*k*)

Notes.

(*a*) This move, although adopted by La Bourdonnais, is not so good, we think, as "Q. B. to K.'s third."

(*b*) Very well played, threatening to dislodge the Bishop, and then win the exchange.

(*c*) "Q. to her square," would perhaps have been a more prudent move.

(*d*) The advance of this Pawn effectually prevented the attack meditated by the adverse party.

(*e*) "K. B. to Q. Kt.'s fifth," or "Q. to K.'s second," would have been stronger play.

(*f*) This appears to us an utterly useless move.

(*g*) "R. to K.'s fourth (check)," would have been much better play.

(*h*) Any other move must have lost the game.

(*i*) The position here is one of singular interest. We believe Black's best move was to take the King's Knight's Pawn with the King's Rook's Pawn, instead of advancing the Queen's Bishop's Pawn.

(*k*) The following note by one of the Committee of the Liverpool Chess Club, is appended to the copy of the game which we received.

"At the thirty-second move, the Liverpool Club proposed to make it a draw; this was declined by their opponents: at the fortieth move Liverpool would have been taken for choice; but their forty-first move entailed a result of either Queen and one Pawn on the Knight's file, or Queen and two Pawns on the Rook's file, against a Queen only; in either case, the best that Liverpool could do would be to draw by perpetual check, which it would have been difficult to avoid. Black's forty-ninth move settled the matter, as the game could then be resolved by force into a well known drawn position."

The first game having been won by the Liverpool Chess Club, and the second drawn, the match is determined in favour of the former players.

PROBLEMS FOR YOUNG PLAYERS.

No. 150.

By "GAMMA."

White.	*Black.*
K. at Q. Kt.'s sixth	K. at Q. R.'s square
K. Kt. at K.'s seventh	Kt. at K.'s sixth
Q. Kt. at Q. Kt.'s square	Pawns at K. R.'s fourth, K. Kt.'s fifth, and Q. Kt.'s fifth
Pawn at Q. R.'s seventh	

White, playing first, mated in five moves.

No. 151.

By Mr. C. FORTH.

White.	*Black.*
K. at his Kt.'s square	K. at his Kt.'s fifth
B. at Q. Kt.'s fifth	B. at K.'s fifth
Pawns at K. B.'s second, and Q. R.'s fourth	Pawns at K. R.'s sixth, K. Kt.'s sixth, and Q. Kt.'s third

White, playing first, "drew" the game.—This and the preceding position occurred in play.

CHESS INTELLIGENCE.

ANNUAL DINNER OF THE LIVERPOOL CHESS CLUB.

THE annual dinner of the Liverpool Chess Club took place a few days since, at the Adelphi Hotel, and was extremely well attended, there being present a large proportion of the members, as well as several visiters and friends. The chair was most ably occupied by Augustus Mongredien, Esq., the President of the Club, and the vice-chair was filled by G. C. Schwabe, Esq. The dinner, as might be expected, from the reputation of Mr. Radley, was in all respects excellent. The cloth having been withdrawn, a number of toasts were given and a variety of healths drunk, and the intervals between the speeches and responses were filled up by many excellent songs, some of which were very beautifully sung.

The Chairman gave, as the first toast, "The Queen," which was drunk with all the honours.

The Chairman next proposed what, he observed, was after all the standing toast of the evening, "Prosperity and permanence to the Liverpool Chess Club."—(Loud cheers.) That prosperity and permanence, he said, were entirely to be ensured by their own exertions. It depended on themselves to make the Club prosperous, and, by their continuing to be members, to make it permanent. He believed that, as Chess Clubs generally went, theirs might be esteemed an old one, for it had actually been in existence about five years. He had on his right hand a friend who would bear him out in the assertion, that many and many a club had been established in London, and, after having fluttered through a brief life, had been totally extinguished. In fact, there were very few clubs in London that could boast of so high an antiquity as five years.—(Mr. Perigal: "Only one.") Even if they took into consideration the Provincial Clubs, he believed that it would be found that they could vie in age with any, with the exception of the Edinburgh Club, which he thought was the oldest. Might they long continue to be the third or fourth oldest club in existence! for to wish otherwise would be to desire that some of their seniors should become extinct—a desire which it was impossible that they could ever entertain. The advantages which sprung from an institution like theirs were manifold, instilling, as it did, into the minds of its members a love for a game which he believed conduced to human happiness as far as it went. The utility of it could not be questioned. They well knew that the advantages of Chess were a topic which had been dilated upon until it had become quite trite; and as every member present must be perfectly satisfied of these advantages, he need not urge them upon their consideration. If, however, there were present any gentleman not a member of the Club, and scarcely a Chess Player, and who was inclined to doubt its advantages, he would refer them to one of the many gentlemen who were possessed of a knowledge of the game, and who would be able, from experience, to point out the advantages derivable from it. The witty Molière, in one of his comedies introduced a dancing master and a music master, each anxious to exhibit the superiority and preponderance of his own profession. "If," said the dancing master, "a man fails in life—if a general is beaten, or gets into a position from which he cannot extricate himself, what do people say? Why, that he has made a false step. Now, if he had learned dancing, he would not have made that false step."—"Ay, but," said the music master, "how do you account for all the wars that take place—all the battles, sieges, massacres, and bloodshed that are consequent upon hostilities? They result from a want of harmony; for if all were taught music, it is quite clear that there would be no more discord."—(Cheers and laughter.) Now, with regard to Chess, there were a vast number of its positions which were strikingly analogous to those in real life. For

instance, if a man was in a position from which he could not extricate himself without difficulty; if he was between two alternatives, and the choice of either was attended with loss, he was like the Chess Player who had a couple of his pieces "forked," and who must either sacrifice one or the other. Then, again, if a man rushed into a career of dissipation, and lived beyond his means, he was like the Chess Player who made a premature attack, and laid himself under the necessity of retreating. In fact, which ever way they turned, man's career through life was like a game at Chess. Some men despised small advantages, and fancied that, whilst they were young and vigorous, it was quite foolish to endeavour to attain apparently small objects; but the really good Chess Player knew that no advantage was too small to be gained, and, to use a technical term, would always "sniggle a pawn" when he could. He need not continue the parallel: every Chess Player would be able to proceed with it. Having, then, decided amongst themselves that Chess was a game deserving of all praise, every member of the Club was bound to put in practice his conviction, and not only to endeavour to secure an accession of active members, but to make converts among his young friends, and induce them to join. That was the way to ensure the prosperity of the Club; and as to its permanence, he believed that if they agreed to make it a point to meet together, for the next twenty-five years, as they had met on that evening, they should be pretty certain of ensuring its permanence.—(Cheers and laughter.) "Prosperity and permanence to the Liverpool Chess Club." (The toast was received with enthusiastic applause.)

The Chairman, on again rising, gave, "The health of our distinguished guest, Mr. Perigal, and the London Chess Club." This was no ephemeral Club. It could boast an antiquity far beyond five years—one, he believed, of nearly forty. What a venerable old age! And still it was full of vigour; there were yet about it no symptoms of decrepitude. He believed that the players of that club could well afford to make a match with any in the kingdom. After having spoken of the hearty welcome which he had experienced from the members of that Club, and which, he was sure, would be accorded to every one who chose to visit it, he said that they were happy to show to the London Club, in the person of their respected secretary, that they had the highest esteem for them.—(Much cheering.)

Mr. Perigal, in returning thanks, said that the London Chess Club were always happy to receive visiters; but he was sure that no one could expect or receive a warmer welcome than had been given to him by Mr. Mongredien. They should be happy to see any of the Liverpool gentlemen at any time, and to give them a good thrashing, if they could.—(Hear, hear.)

Mr. Samuel said, that there was another guest, on the left of the President, who, from his talents, was well deserving of a similar compli-

ment to that which had just been paid. He therefore proposed the health of Mr. Charles Forth, of Carlow, with thanks to him for the many problems of his which had appeared in the "CHESS PLAYER'S CHRONICLE."—(Applause.)

Mr. Forth acknowledged the honour, and remarked that if he should be present at the next anniversary of the Liverpool Chess Club, he hoped to be able to come off victor. He must now be content to be beaten by the President; but next year he hoped to return the compliment.—(Cheers.)

The Vice-President proposed the health of a brother Chess Player, whose enthusiasm in the cause could not be surpassed—Mr. Cochrane, of Armagh. Last year, this gentleman was playing twelve games by correspondence, and he had since increased the number to twenty-three. He (the Vice-President) had not yet seen him play over the board; but if he went over to Ireland he should be happy to see him play. In fact, Mr. Cochrane had, with real Irish hospitality, given an invitation to the whole Club. (Drunk enthusiastically.)

Mr. Swale gave "The glorious and immortal memory of La Bourdonnais and M'Donnell."

Mr. Coleman proposed the health of the President, and disclaiming the use of all matter-of-course compliments, spoke of the varied talents which he possessed, the urbanity of his manners, and the perfectly satisfactory manner in which he had discharged the duties of his office. He thought that the Club was highly fortunate in having had for its President, during the last three or four years, such a gentleman as Mr. Mongredien, who, in addition to his other qualifications, ranked amongst the most skilful Chess Players of the town, if not of the kingdom. (Drunk in a bumper, and with musical honours.)

The Chairman, in making his acknowledgments, said that he believed he need not express to the company, and he was sure, if he need, he could not express, how gratified he felt, not at the merely complimentary, and it might be the *pro formâ*, manner in which his health had been proposed, but at the cordiality and warmth, and, he was sure, the sincerely friendly feeling which appeared to animate every member, while joining his voice to the plaudits which followed the toast. He could assure them, that if they were satisfied with him, he was exceedingly proud of them. He thought that they were, considering their standing in Great Britain, a great Club. They had last year issued a challenge which no one had dared to take up. With the exception of the metropolitan players, they had challenged every Club in Great Britain and Ireland, and the gauntlet, thus thrown down, no one had taken up. When in London, he told the London Club that if they would take away three, four, or five of their players, they would not mind challenging the London Players themselves. The metropolitan gentlemen refused to make those exceptions, and he thought that they (the Liverpool Club) had better stand as

they were—as having challenged all Great Britain, except some two or three players, without the challenge having been accepted.

The Chairman afterwards, in a felicitously humorous and highly complimentary manner, gave the health of their worthy Vice-President, Mr. Schwabe, whom he described as a treasure of a treasurer, and a chivalrous and invincible Chess Player.—(Much cheering.)

The Vice-President, in responding, observed that he unfortunately had somewhat of a reputation for Chess Playing, and he was very sorry for it, as he found it a very hard thing to maintain it.—(Cheers and laughter.)

Mr. Samuel, in introducing the next toast, said that certain duties belonged to the Chairman and Vice-Chairman; but there was a more efficient officer than either; and in proposing the health of Mr. Spreckley, the Honorary Secretary of the Club—(cheers)—the company would agree with him that no words could adequately thank him for the manner in which he had attended to the duties of that office; for without his assistance and attendance, they could never have stood for the number of years they had done.—(Prolonged applause.)

Mr. Spreckley disclaimed the praise given to him as far beyond his merits. There were, indeed, certain troubles connected with his office, but they had been amply repaid that evening. He had been connected with the Club nearly from its commencement, and he should feel extreme regret if any thing occurred to affect its prosperity. He believed that it was the most numerous Club out of London, and that even in London there was only one, the St. George's, that surpassed it. On this account, and from what they had previously heard of their challenge not having been accepted, he thought that they might fairly rank as the first Provincial Club. He was sorry, however, to be compelled to say that the attendance at the Club-room did not bear any proportion to that at the dinner table. In order to remedy this defect, there was established, at the last Annual Meeting, a playing Committee, each member of which entered into an engagement to attend, on one evening in every month, from seven until nine o'clock, and in default of so doing, to pay a fine of 2*s.* 6*d.* Several gentlemen, amongst whom were the President himself, and half a dozen others, had at once joined the Committee, and he trusted that many who were then present, and who were not at the Annual Meeting, would come to the Club, and put down their names as regular attendants.

Mr. Davies, in a neat and brief speech, proposed "The Ladies."—(Cheers.)

Mr. Lewin gave "The Liverpool Press." The press of our country, he said, was one of its most national characteristics, and was that which reflected, as favourably as any other, the good qualities of our land and country. With regard to the Liverpool Press, he need not, amongst an assembly of gentlemen, dwell on its merits. It favourably represented the character of the town; and as they had amongst them a most dis-

tinguished member of that Press, one whose high attainments and gentlemanly taste formed a most favourable specimen of the characteristic to which he had alluded, he need not do more than give, "The Liverpool Press, and Mr. Baines."—(Much applause.)

Mr. Baines returned his warmest thanks for the kind manner in which his health had been proposed and received, in connection with the Liverpool Press. He was sure that all connected with the press in the town would feel much flattered at the manner in which the toast had been received by an assembly containing so many men of taste and discrimination as that did. He thought that there was hardly anything in which the press could be more usefully occupied than in keeping alive a feeling of admiration for the noble and intellectual game which had been the means of drawing them together that evening. Mr. Baines concluded by proposing the health of Mr. Staunton, and success to "THE CHESS PLAYER'S CHRONICLE."—(Cheers.)

Mr. Gullmann gave the health of Mr. Porter and of the strangers present.—(Applause.)

Mr. Porter returned thanks.

Mr. Baines gave the health of Mr. Finlay, with thanks to him for the excellent manner in which he had contributed, by his vocal abilities, to the festivity of the evening.

Mr. Finlay briefly acknowledged the compliment.

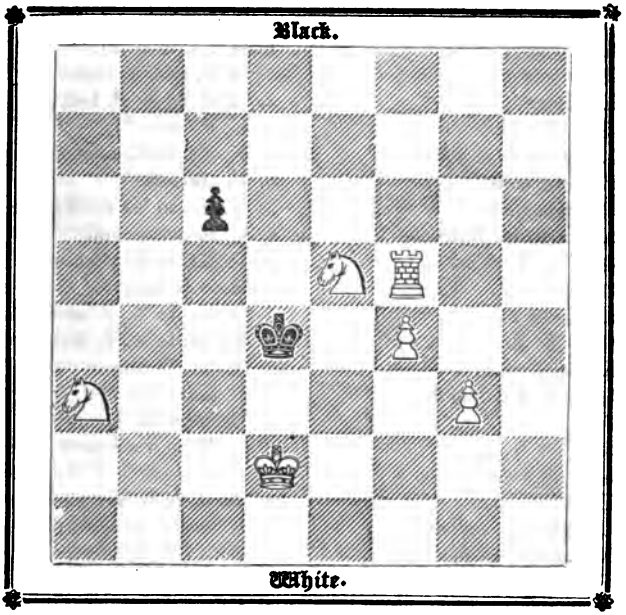
Mr. Spreckley proposed the health of M. St. Amant, one of the first Chess Players of France of the present generation, and to whom they owed the *Palamède*, which circulated, not only throughout Europe, but even to China. The Lessons by Mons. Calvi, which are given in this periodical, will, when completed, form the most perfect Analysis of Chess Openings which has ever appeared. He had great hopes of seeing M. St. Amant here in the course of the coming spring, and then those gentlemen who attended the Club would have the pleasure of seeing some first-rate play.

Several other toasts were given, many songs sung, and the pleasant party prolonged their sitting until a late hour.

PROBLEM, No. 168.

By Mr. SILAS ANGAS, of Newcastle.

White, playing first, mates in five moves.



[Within the last few days, our Chess circle has sustained an irreparable loss, in the departure of Mr. Cochrane for India; from whence, about eighteen months ago, he returned to England, having then been absent nearly fifteen years. Upon Mr. C.'s arrival, he immediately resumed his favourite game, and notwithstanding the disadvantage he at first laboured under from want of practice for so many years, he speedily convinced the amateurs of the present day, that the reputation he had acquired twenty years before, of being the most brilliant player in Britain, had not been undeservedly bestowed. He continued in constant play during the last twelve months; and latterly, having fully regained his skill of old, and combined with that, a perfect knowledge of all that modern science had done to improve the tactics of our mimic warfare, he

has beaten every opponent of consequence, but one, with whom he has contended. The following were among the last games played by Mr. Cochrane previous to his departure.]

GAME DLXIII.

Between Messrs. C——E and ST——N, the latter giving the Pawn and move.

(Remove Black's King's Bishop's Pawn from the board.)

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. to K. B. fourth
4. Q. B. P. one	4. K. P. one
5. K. Kt. to B. third	5. K. Kt. to K. second
6. B. to Q. third	6. B. takes B.
7. Q. takes B.	7. K. Kt. to his third
8. K. Kt. to his fifth	8. Q. to her second
9. Q. to K. R. third	9. Q. Kt. to Q. square
10. Castles	10. B. to K. second
11. Kt. takes K. R. P.	11. Q. Kt. to K. B. second
12. Q. to K. R. fifth	12. K. Kt. to K. R. fifth (*a*)
13. K. Kt. P. one	13. K. Kt. P. one
14. Q. to K. Kt. fourth	14. R. takes Kt.
15. P. takes Kt.	15. B. takes P.
16. Q. takes K. Kt. P.	16. K. R. to his square
17. K. B. P. two	17. Castles
18. K. to R. square	18. Q. R. to K. Kt. square
19. Q. to her B. second	19. Kt. to K. R. third (*b*)
20. Kt. to Q. second	20. Kt. to K. Kt. fifth
21. Kt. to K. B. third	21. B. to K. Kt. sixth
22. K. R. to K. Kt. square	22. Kt. to B. seventh (check)
23. K. to Kt. second	23. B. takes K. R. P. (discov. ch.)
24. K. takes Kt.	24. B. takes R. (check)
25. K. to B. square (*c*)	25. K. R. to his eighth
26. Kt. to K. Kt. fifth	26. Q. to her Kt. fourth (check)
27. Q. B. P. one	27. P. takes P.
28. Q. R. P. two	28. B. takes Q. P. (discov. check)
29. K. to Kt. second	29. Q. to her fourth (check)

AND WHITE RESIGNED.

Notes to Game DLXIII.

(*a*) Much better play than retreating the Knight to King's Bishop's square.

(*b*) We prefer this, to playing the Bishop immediately to King's Knight's sixth.

(*c*) He must evidently have lost his Queen, if he had taken the Bishop.

GAME DLXIV.

Between the same Players; Mr. ST——N giving the odds of the "Pawn and move."

(*Remove Black's King's Bishop's Pawn from the board.*)

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. P. one
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. two	3. B. to K. Kt. fifth (*a*)
4. Q. to her third	4. Q. Kt. to B. third
5. Q. Kt. to B. third	5. K. P. two
6. K. B. to Q. Kt. fifth	6. P. takes P.
7. Q. takes P.	7. B. to K. second
8. Q. B. to K. third	8. Castles
9. B. takes Kt.	9. P. takes B.
10. K. R. P. one	10. B. to K. R. fourth
11. Q. to her B. fourth (check)	11. Q. P. one
12. Q. takes Q. B. P.	12. Q. B. to K. square (*b*)
13. Q. to her R. sixth	13. K. B. to Q. Kt. fifth
14. K. Kt. to K. second	14. Kt. takes K. P.
15. Castles on K. side	15. B. takes Kt.
16. Kt. takes B.	16. Kt. takes Kt.
17. P. takes Kt.	17. K. R. to B. third
18. Q. to K. second	18. K. R. to Kt. third
19. K. B. P. two	19. Q. R. to Q. Kt. square
20. K. B. P. one	20. B. to Q. Kt. fourth
21. Q. to K. B. second	21. K. R. to Q. B. third
22. K. R. to K. square	22. R. takes P.
23. B. takes Q. R. P.	23. Q. R. to his square
24. B. to Q. fourth	24. K. R. to Q. B. third
25. Q. to K. Kt. third	25. Q. to K. B. square
26. Q. R. P. two	26. B. to Q. B. fifth
27. K. B. P. one	27. K. Kt. P. one
28. K. B. P. one (check)	28. Q. takes P.
29. Q. to K. fifth	

AND BLACK RESIGNED.

Notes to Game DLXIV.

(*a*) Black would have lost the game immediately, if he had taken the King's Pawn.

(*b*) If, instead of this move, Black had played on the Queen's Pawn, White would have checked with his Queen at her Bishop's fourth, and then have taken the Pawn.

GAME DLXV.

Between the same Players; Mr. ST——N giving the Pawn and move.

(*Remove Black's King's Bishop's Pawn from the board.*)

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. P. one
2. Q. P. two	2. Q. Kt. to B. third
3. Q. P. one	3. Q. Kt. to K. fourth
4. K. B. P. two	4. Q. Kt. to K. B. second
5. K. B. P. one	5. K. Kt. to B. third
6. K. B. to Q. third	6. K. Kt. P. one
7. Q. Kt. to B. third	7. Q. B. P. one
8. K. Kt. to K. second	8. Q. B. P. takes P.
9. K. B. P. takes P.	9. K. R. P. takes P.
10. K. P. takes P.	10. Q. Kt. to K. fourth
11. Q. B. to K. B. fourth	11. Kt. takes K. B. (check)
12. Q. takes Kt.	12. Q. B. to K. B. fourth
13. Q. to her second	13. Q. to her Kt. third
14. Castles on Q. side	14. Kt. to K. Kt. fifth
15. K. R. P. one	15. Kt. to K. fourth (*a*)
16. B. takes Kt.	16. P. takes B.
17. K. Kt. P. two	17. Castles on Q. side
18. K. to Kt. square (*b*)	18. B. to Q. second
19. Q. to K. Kt. fifth	19. Q. to K. B. third
20. Q. to K. third	20. K. to Kt. square
21. Q. Kt. to K. fourth	21. Q. to K. R. fifth
22. K. Kt. to his third	22. B. to K. R. third
23. K. Kt. P. one	23. B. to K. Kt. second
24. Q. to her B. fifth	24. K. R. to K. square
25. Q. P. one	25. Q. R. to Q. B. square
26. Q. to her fifth	26. Q. B. to his third
27. Q. to her third (*c*)	27. K. R. to Q. square

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
28. K. R. to K. square	28. P. takes P.
29. Kt. takes P.	29. K. B. to K. B. square
30. Q. to her R. third	30. Q. B. to Q. R. fifth

AND WHITE RESIGNED.*

Notes to Game DLXV.

(*a*) Upon examining the position, the young player will soon discover why Black retreated his Knight, instead of playing him to King's Bishop's seventh.

(*b*) He would obviously have lost his Queen, if he had taken the Bishop.

(*c*) We should have ventured playing the Queen to King's Bishop's seventh; and in that case, if Black had taken the Knight with his Bishop, it appears to us that the first player would have had the better game; *ex. gr.*

White.	*Black.*
Q. to K. B. seventh	B. takes Kt.
Kt. takes B.	Q. takes Kt.
Q. P. one	Q. takes Q. B. P. (check)
K. to R. square	

And White must gain the exchange.

GAME DLXVI.

For the following Game between two of the best Players in Vienna, we are indebted to Mr. LEWIS's collection of unpublished Chess MSS.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. Q. B. P. one
3. Q. Kt. to B. third (*a*)	3. K. Kt. to B. third
4. Q. P. one	4. Q. P. two
5. P. takes P.	5. P. takes P.
6. K. B. checks	6. Q. Kt. to B. third

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* At the time of Mr. C——e's quitting England, Mr. St——n had commenced the difficult task of giving him the Pawn and move. With these odds, they had played only seven games, of which each party won three, and the remaining one was drawn.

White.	*Black.*
7. K. Kt. to B. third	7. K. B. to Q. third
8. Q. to K. second	8. Castles
9. Castles	9. Q. Kt. to Q. fifth
10. K. Kt. takes Kt.	10. K. P. takes Kt.
11. Q. Kt. to Q. square	11. Q. R. P. one
12. K. B. to Q. R. fourth	12. Q. Kt. P. two
13. K. B. to Q. Kt. third	13. K. R. to K. square
14. Q. to her second	14. Q. to K. second
15. Q. B. P. one	15. P. takes P.
16. Q. Kt. takes P.	16. Q. P. one
17. Q. Kt. to Q. fifth	17. K. Kt. takes Kt.
18. K. B. takes Kt.	18. Q. to K. fourth
19. K. B. takes P. (check)	19. K. takes B.
20. K. B. P. two	20. Q. to K. sixth (check)
21. K. to R. square	21. Q. B. to Kt. second
22. Q. to her B. second	22. Q. to K. seventh
23. Q. to her Kt. third (check)	23. K. to B. square
24. K. R. to K. Kt. square	24. Q. takes K. Kt. P. (check)
25. R. takes Q.	25. R. CHECKMATES.

Note to Game DLXVI.

(*a*) "Q. to K.'s second," or "Q. P. two," would have been a better move.

GAME DLXVII.

Mr. ST——N giving the Pawn and move to Mr. TAVERNER, one of the finest Amateur Players in England.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. T—R.)	*White.* (Mr. ST—N.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. to K. B. fourth
4. K. Kt. to B. third	4. K. P. one
5. Q. B. to K. third	5. Q. Kt. to his fifth
6. Q. Kt. to R. third	6. Q. Kt. to B. third
7. K. B. to Q. third	7. K. B. takes Kt.
8. P. takes B.	8. K. Kt. to K. second
9. Q. B. to K. Kt. fifth	9. Castles

Black. (Mr. T—R.)	*White.* (Mr. ST—N.)
10. B. takes B.	10. R. takes B.
11. Castles	11. Q. to her second
12. B. to K. third	12. Q. R. to K. B. square
13. Kt. to K. R. fourth	13. K. R. to K. B. second
14. Q. to her second	14. Q. Kt. P. one
15. Q. to her third	15. Q. Kt. to R. fourth
16. Q. R. to K. square	16. Q. Kt. to B. fifth
17. Q. B. to his square	17. Q. B. P. two
18. Q. B. P. one	18. Q. to her R. fifth
19. K. B. P. two	19. Q. Kt. takes P.
20. K. Kt. P. two	20. Q. B. P. takes P.
21. P. takes P.	21. Q. Kt. to Q. B. seventh
22. Q. R. to Q. square	22. K. Kt. to Q. B. third
23. Kt. to K. B. third	23. Q. Kt. to his fifth
24. Q. to Q. Kt. third	24. Q. takes Q. R. P.
25. Q. takes Q.	25. Q. Kt. takes Q.
26. B. to Q. R. third	26. Q. Kt. to his fifth
27. K. B. P. one	27. P. takes P.
28. Kt. to K. Kt. fifth	28. P. takes P.
29. Kt. takes R.	29. R. takes Kt.
30. R. takes R.	30. K. takes R.
31. K. to Kt. second	31. Q. R. P. two
32. K. to Kt. third	32. K. R. P. two
33. R. to K. B. square (check)	33. K. to his third
34. R. to K. B. fourth	34. Q. Kt. to Q. sixth
35. R. to K. B. square	35. K. Kt. takes Q. P.
36. K. to R. fourth	36. Q. Kt. takes K. P.
37. K. takes R. P.	37. Q. Kt. P. one
38. K. to R. fourth	38. K. Kt. to K. B. fourth (check)
39. K. to Kt. fifth	39. K. Kt. P. one
40. R. to K. square	40. Q. P. one
41. B. to Q. Kt. second	41. K. to Q. fourth
42. R. to Q. R. square	42. Q. R. P. one
43. R. to Q. Kt. square	43. Q. Kt. to Q. sixth
44. B. to Q. R. third	44. K. to Q. B. fifth
45. K. takes P. at his Kt. fourth	45. Q. Kt. P. one
46. B. takes P.	46. Kt. takes B.
47. K. to Kt. fifth	47. Kt. to K. second
48. K. to B. sixth	48. Kt. from Q. Kt. fifth to Q. fourth (check)
49. K. to his sixth	49. Q. R. P. one
50. R. to K. Kt. square	50. Q. R. P. one
51. K. R. P. two	51. Q. P. one
52. K. to his fifth	52. Q. P. one
53. K. to his fourth	53. K. to Q. B. sixth
54. K. to his B. third	54. K. to B. seventh

BLACK RESIGNED.

GAME DLXVIII.

Between the same Players; Mr. St——n giving the Pawn and move.

(Remove White's King's Bishop's Pawn from the board.)

Black. (Mr. T—r.)	*White.* (Mr. St—n.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. to K. B. fourth
4. Q. B. to K. third	4. K. P. one
5. K. B. to K. second	5. Q. Kt. to his fifth
6. Q. Kt. to Q. R. third	6. Q. Kt. to B. third
7. K. Kt. to B. third	7. K. B. takes Q. Kt.
8. P. takes B.	8. Q. to K. second
9. Q. to her B. square	9. Q. to her second
10. Kt. to K. R. fourth	10. K. Kt. to K. second
11. Q. to her Kt. second	11. Castles on K. side
12. K. Kt. P. two	12. B. to K. Kt. third
13. Kt. takes B.	13. Kt. takes Kt.
14. K. R. P. two	14. Kt. to K. B. fifth
15. K. B. to his square	15. Q. Kt. P. one
16. K. R. P. one	16. Q. to K. B. second
17. Q. B. P. one	17. Q. Kt. to Q. R. fourth
18. Q. to her B. square	18. Q. B. P. two
19. Q. P. takes P.	19. Q. Kt. to B. third
20. P. takes Q. Kt. P.	20. Q. R. P. takes P.
21. B. takes Kt.	21. Q. takes B.
22. Q. takes Q.	22. R. takes Q.
23. Q. R. to Q. Kt. square	23. Q. R. takes P.
24. R. takes P.	24. Q. R. takes Q. B. P.
25. K. to Q. second	25. Q. R. to Q. B. fourth
26. K. to his third	26. K. R. to K. fifth (check)
27. K. to Q. second	27. Kt. takes K. P.
28. B. to K. second	28. Q. R. to his fourth
29. K. R. to Q. R. square	29. Q. R. to his sixth (*a*)
30. Q. R. to Q. Kt. third (*b*)	30. K. R. to Q. R. fifth
31. R. takes R.	31. R. takes R.

AND AFTER A GREAT MANY MORE MOVES, THE GAME WAS DECLARED DRAWN.

Notes to Game DLXVIII.

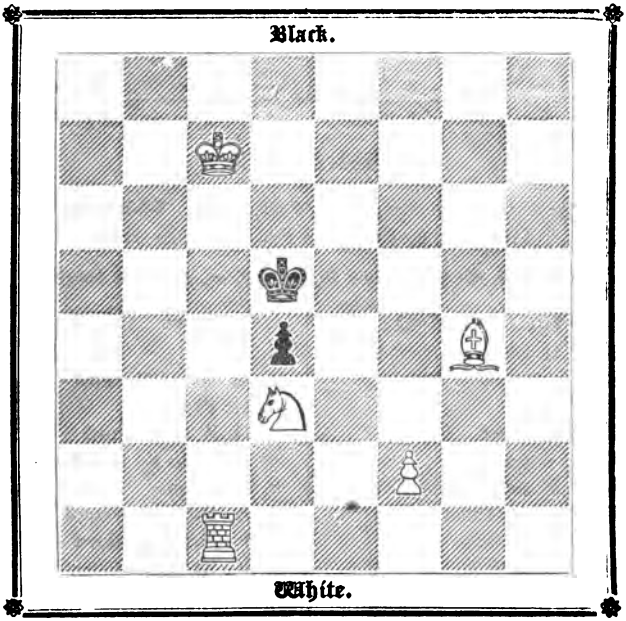
(*a*) The latter portion of this game is very heedlessly played by White; by this move he afforded an opening for his opponent to recover his lost advantage, and obtain the better position.

(*b*) Black should have taken the King's Pawn; and if White had then checked with the Knight, have taken the Knight, and afterwards the Queen's Pawn with his Bishop.

PROBLEM, No. 169.

By Mr. SILAS ANGAS.

White, playing first, to mate in three moves.



GAME DLXIX.

Between the Honorary Secretary of the London Chess Club and an Amateur of the Liverpool Club; the former giving the Pawn and two moves.

(Remove Black's King's Bishop's Pawn from the board.)

White. (Mr. —.)	*Black.* (HON. SEC.)
1. K. P. two	1.
2. Q. P. two	2. Q. B. P. two
3. Q. P. one	3. Q. P. one
4. Q. B. P. two	4. K. Kt. P. one
5. K. B. P. two	5. K. B. to Kt. second
6. K. Kt. to B. third	6. Q. B. to K. Kt. fifth
7. Q. Kt. to B. third	7. Kt. to Q. second

White. (Mr. —.)	*Black.* (Hon. Sec.)
8. B. to Q. third	8. Kt. to K. R. third
9. Castles	9. Castles
10. Q. to her B. second	10. Q. B. takes K. Kt.
11. R. takes B.	11. Kt. to K. Kt. fifth
12. K. R. P. one	12. B. checks
13. K. to R. square	13. K. P. two
14. P. takes Kt.	

AND BLACK GAVE CHECKMATE IN FIVE MOVES.

GAME DLXX.

Played between Liverpool and Warrington. White, Mr. S., of Liverpool, receiving the Pawn and two moves.

(*Remove Black's King's Bishop's Pawn from the board.*)

White. (Mr. S—.)	*Black.* (Mr. P—.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. K. P. one	3. Q. P. two
4. B. to Q. third	4. Q. B. to K. third
5. Q. B. P. one	5. Q. B. to K. B. second
6. K. B. P. two	6. K. P. one
7. K. Kt. to B. third	7. K. B. to K. second
8. Kt. to Kt. fifth	8. K. Kt. to R. third
9. Castles	9. K. Kt. P. one
10. Q. B. P. one	10. Q. Kt. to his fifth
11. Q. B. P. one	11. Kt. takes B.
12. Q. takes Kt.	12. Q. B. P. one
13. Q. Kt. to B. third	13. Castles
14. Q. to K. R. third	14. B. takes Kt.
15. P. takes B.	15. Kt. to B. fourth
16. Kt. to K. second	16. Q. Kt. P. one
17. Q. Kt. P. two	17. Q. R. P. two
18. B. to Q. second	18. Q. R. P. takes P.
19. B. takes P.	19. Q. Kt. P. one
20. K. Kt. P. two	20. Q. takes P.
21. K. to R. square	21. Q. to K. sixth
22. Q. to K. B. third	22. Q. takes Q. (check)
23. R. takes Q.	23. Kt. to K. R. fifth
24. R. to K. B. sixth	24. K. Kt. P. one
25. B. to Q. second	25. B. to K. Kt. third
26. B. takes K. Kt. P.	26. B. checks
27. K. to Kt. square	27. Kt. to K. B. sixth (check)

White. (Mr. S—.)	*Black.* (Mr. P—.)
28. R. takes Kt.	28. R. takes R.
29. Kt. to K. B. fourth	29. K. to his B. second
30. Kt. to K. R. fifth	30. R. to K. Kt. square
31. B. to K. R. fourth	31. R. takes P. (check)
32. B. to Kt. third	32. B. to K. Kt. third
33. Kt. to K. B. sixth	33. R. takes Q. P.
34. K. to Kt. second	34. R. to Q. R. sixth
35. R. to K. B. square	35. R. takes Q. R. P. (check)
36. K. to R. third	36. B. checks
37. R. takes B.	37. P. takes R.
38. Kt. takes R. P.	38. Q. Kt. P. one

AND THE FIRST PLAYER RESIGNED.

GAME DLXXI.

Between the same Players, at the same odds.

(*Remove Black's King's Bishop's Pawn from the board.*)

White. (Mr. S—.)	*Black.* (Mr. P—.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. K. P. one	3. Q. P. two
4. K. B. to Q. third	4. Q. B. to K. third
5. Q. B. P. one	5. Q. B. to K. B. second
6. K. B. P. two	6. K. P. one
7. K. Kt. to B. third	7. K. Kt. P. one
8. Castles	8. K. B. to K. second
9. Q. R. P. one	9. Q. to her second
10. Q. B. P. one	10. P. takes P.
11. B. takes P.	11. Castles
12. B. to Q. Kt. fifth	12. K. B. to Q. B. fourth
13. B. takes Kt.	13. Q. takes B.
14. B. to K. third	14. Kt. to K. second
15. Q. to her B. second	15. Kt. to K. B. fourth
16. Q. takes B.	16. Q. takes Q.
17. P. takes Q.	17. Kt. takes B.
18. Kt. to K. Kt. fifth	18. B. to K. Kt. square
19. K. R. to Q. B. square	19. K. R. P. one
20. Kt. to K. fourth	20. K. Kt. P. one
21. P. takes P.	21. B. to R. second
22. Q. Kt. to B. third	22. R. to Q. fifth
23. Kt. to K. B. sixth	23. R. to Q. seventh

White. (Mr. S—.)	*Black.* (Mr. P—.)
24. Q. Kt. to his fifth	24. R. takes K. Kt. P. (check)
25. K. to R. square	25. R. P. takes P.
26. Q. Kt. to Q. sixth (check)	26. P. takes Kt.
27. P. takes P. (discov. check)	27. K. to Q. square
28. R. to Q. B. seventh	28. B. to K. fifth
29. R. to Q. seventh (check)	29. K. to Q. B. square
30. Q. R. to Q. B. square (check)	30. R. to Q. B. seventh (dis. ch.)
31. Kt. takes B.	31. R. takes R. (CHECKMATE).

PROBLEMS FOR YOUNG PLAYERS.

No. 152.*

By M. LOQUIN.

White.	*Black.*
K. at his R.'s eighth	K. at his B.'s second
Q. at her fourth	R. at Q.'s square
Kt. at K. Kt.'s eighth	R. at Q. R.'s square
Kt. at Q. B.'s fifth	B. at K. R.'s sixth
Pawn at K. R.'s fifth	B. at K.'s second
	Kt. at K.'s square
	Pawns at K. Kt.'s fourth, K.'s third, and Q. R.'s second

White to play, and mate in three moves.

No. 153.

By Mr. LUCAS.

White.	*Black.*
K. at his Kt.'s square	K. at Q.'s fourth
Q. at her Kt.'s square	Q. at her B.'s fourth
B. at K.'s second	R. at Q. Kt.'s second
Kt. at K. R.'s third	R. at Q. Kt.'s third
Kt. at Q. B.'s square	B. at Q.'s third
Pawns at K. R.'s second, K. B.'s fourth, K.'s third, and Q.'s second	Kt. at K. R.'s fourth
	Kt. at K. B.'s fourth
	Pawn at K. R.'s fifth

White to play, and mate in five moves.

* *From Le Palamède.*

By Mr. M'G——E.

No. 154.

White.	*Black.*
K. at his third	K. at Q. R.'s fourth
R. at K. B.'s third	Q. at K. Kt.'s third
B. at Q. Kt.'s seventh	R. at K. R.'s second
Kt. at K.'s fourth	B. at K. eighth
Kt. at Q.'s second	Kt. at Q. R.'s seventh
Pawns at K. R.'s third, Q.'s fourth, Q. Kt.'s second, and Q. R.'s third	Pawns at K. Kt.'s fourth, Q. Kt.'s sixth, and Q. R.'s fifth

White, playing first, to mate in three moves.

No. 155.

White.	*Black.*
K. at his B.'s fourth	K. at Q. Kt.'s second
Q. at her eighth	
Pawns at Q. Kt.'s fifth, and Q. Kt.'s second	

White to play, and mate in three moves.

No. 156.

White.	*Black.*
K. at Q. B.'s sixth	K. at Q. R.'s fourth
B. at K. B.'s eighth	R. at K. Kt.'s fifth
Kt. at Q. B.'s fifth	Kt. at K. Kt.'s sixth
Pawns at K.'s fourth, Q. Kt.'s third, and Q. R.'s second	Pawns at K. B.'s third, K.'s fourth, and Q. Kt.'s seventh

White to play, and mate in three moves.

No. 157.

White.	*Black.*
K. at his B.'s second	K. at his fifth
Q. at her R.'s seventh	Q. at K. R.'s fourth
R. at K. B.'s eighth	R. at Q.'s fifth
B. at Q. R.'s third	R. at Q. B.'s sixth
Kt. at Q. B.'s eighth	B. at K. B.'s fifth
Kt. at Q. B.'s seventh	Kt. at K. Kt.'s second
Pawns at K. R.'s third, and Q. R.'s second	Pawns at Q.'s third, and Q.'s sixth

White to play, and mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our March Number.

No. 146.

White.	*Black.*
1. Q. to her B.'s sixth	1. P. one
2. Q. to K. B.'s sixth (check)	2. K. to Q. B.'s fourth
3. Kt. MATES.	

No. 147.

White.	*Black.*
1. Kt. to Q. B.'s fifth	1. K. to his B.'s sixth
2. Q. to K. R.'s fourth	2. K. to his sixth
3. Q. to K. B.'s second (CHECKMATE).	

No. 148.

White.	*Black.*
1. K. R. P. one (*a*)	1. K. P. one
2. K. R. P. one (*b*)	2. K. to his B.'s second
3. K. R. P. one	3. K. to Kt.'s second
4. K. R. P. one, becoming a Q. (check)	4. K. takes Q.
5. Q. R. P. one	5. Q. Kt. P. takes P.
6. Q. Kt. P. one	6. Q. R. P. one
7. Q. Kt. P. one	7. P. takes Q. P. (check) (*c*)
8. K. takes P. or (A)	8. Q. R. P. one
9. Q. Kt. P. one	9. Q. R. P. one, becoming a Q.
10. Q. Kt. P. one, becoming a Q. (check)	

And the Game must be drawn.

(A)

White.	*Black.*
8. K. to Q.'s second, or (B)	8. Q. R. P. one
9. Q. Kt. P. one	9. Q. R. P. one, becoming a Q.
10. Q. Kt. P. one, becoming a Q. (check)	

And White's best play is to draw the Game by "perpetual check."

(B)

White.	*Black.*
8. K. to Q. B.'s square, or (C)	8. Q. R. P. one
9. K. to Kt.'s second	9. Q. R. P. one, becoming a Q. (check)
10. K. takes Q.	10. P. to Q. seventh

And Black can win easily.

(C)

White.	*Black.*
8. K. to Kt.'s third	8. P. to Q.'s seventh
9. K. to B.'s second	9. Q. R. P. one
10. Q. Kt. P. one	10. P. to Q.'s eighth, becoming a Q. (check)
11. K. takes Q.	11. Q. R. P. one, becoming a Q. (check)

And Black wins.

(*a*) We believe the line of play set down for White, to be the best the player on that side can adopt.

(*b*) It does not appear that White can gain time by taking the adverse King's Pawn.

(*c*) Any other move at this point, we think, would lose Black the game; suppose, for example, he makes the obvious one of—

White.	*Black.*
	Q. R. P. one
K. to Q. Kt.'s second	*P. takes Q. P.*
Q. Kt. P. one, and wins	

No. 149.

White.	*Black.*
1. K. R. P. one	1. P. to Q. Kt.'s seventh If, instead of so playing, Black had moved his Kt. to K. Kt.'s third, the Game, we believe, must have been drawn. (*See* Variation.)
2. K. R. P. one, becoming a Q., or (A)	2. P. to Q. Kt.'s eighth, becoming a Q.
3. K. to Q.'s second	3. Q. to Q.'s sixth (check)
4. K. to Q. B.'s square	4. Kt. MATES.

(A)

White.	*Black.*
2. K. to B.'s second	2. K. to Q. R.'s seventh
3. K. R. P. one, becoming a Q.	3. P. to Kt.'s eight, becoming a Q. (check)
4. K. to B.'s third	4. Q. to Q.'s sixth (check)
5. K. to Kt.'s fourth	5. Kt. to Q.'s fourth (check)
6. K. to R.'s fourth	6. Q. MATES.

VARIATION.

White.	*Black.*
1. K. R. P. one	1. Kt. to K. Kt.'s third
2. Kt. to K.'s seventh	2. Kt. to K. R.'s square
3. Kt. to Q.'s fifth	3. P. to Q. Kt.'s seventh
4. K. to B.'s second	4. K. to R.'s seventh
5. Kt. to Q. B.'s third (check)	5. K. to R.'s eighth
6. K. to Kt.'s third	6. P. to Q. Kt.'s eighth, becoming a Q.
7. Kt. takes Q.	7. K. takes Kt.
8. K. to B.'s fourth	8. K. to B.'s seventh, or (B)
9. K. to Q.'s fifth	9. Q. Kt. P. one, or (C)
10. K. to his sixth	10. Q. Kt. P. one
11. K. takes B. P.	11. P. one
12. K. to Kt.'s seventh	12. P. one
13. K. takes Kt.	13. P. one, becoming a Q.
14. Kt. P. one, &c.	

(B)

White.	*Black.*
8. K. to B.'s fourth	8. Kt. to B.'s second
9. K. to Kt.'s fifth	9. K. to Q. B.'s seventh
10. K. takes P.	10. K. to Q.'s sixth
11. K. to B.'s sixth	11. K. to his fifth
12. K. to Q.'s seventh	12. K. to his fourth
13. K. to his seventh	13. Kt. to K. R.'s square
14. K. to B.'s eighth	14. K. to his third
15. K. to Kt.'s seventh	15. Kt. to B.'s second
16. K. R. P. one, becoming a Q.	16. Kt. takes Q.
17. K. takes Kt., &c.	

(C)

White.	*Black.*
8. K. to B.'s fourth	8. K. to B.'s seventh
9. K. to Q.'s fifth	9. Kt. to B.'s second

White.	*Black.*
10. K. to his sixth	10. Kt. to Kt.'s fourth (check)
11. K. takes P.	11. Kt. takes P. (check)
12. K. to Kt.'s sixth	12. Kt. to B.'s square (check)
13. K. to B.'s seventh	13. Kt. to Q.'s second
14. K. to his sixth	14. Kt. to Q. B.'s fourth (check)
15. K. to Q.'s fifth	15. K. to Q.'s sixth
16. K. to B.'s sixth, &c.	

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our preceding Number.

No. 150.

White.	*Black.*
1. Q. Kt. to Q.'s second	1. K. Kt. P. one
2. K. to Q. R.'s sixth	2. K. Kt. P. one
3. Q. Kt. to Q. B.'s fourth	3. Kt. takes Kt.
4. Kt. to Q.'s fifth	4. K. Kt. P. one, becoming a Q.
5. Kt. to Q. B.'s seventh, (CHECKMATE).	

No. 151.

White.	*Black.*
1. B. to Q.'s seventh (check)	1. K. to R.'s fifth
2. P. takes P. (check)	2. K. takes P.
3. B. takes K. R. P.	3. K. takes B.
4. K. to B.'s second	4. K. to Kt.'s fifth
5. K. to his third	5. K. to B.'s fourth
6. K. to Q.'s fourth	6. B. to Q. B.'s third, or elsewhere
7. P. one	

DRAWN GAME.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our last Number.

No. 165.

White.	*Black.*
1. Q. Kt. P. takes P. (check)	1. Q. takes P.
2. R. to K.'s fifth (check)	2. K. takes R.

White.	*Black.*
3. K. Kt. to Q.'s seventh (check)	3. K. to Q.'s fourth
4. K. Kt. to K. B.'s sixth (ch.)	4. K. to his fourth
5. K. Kt. takes K. Kt. P. (ch.)	5. K. to Q.'s fourth
6. K. Kt. to K. B.'s sixth (ch.)	6. K. to his fourth
7. K. Kt. to Q.'s seventh (ch.)	7. K. to Q.'s fourth
8. K. Kt. takes B. (check)	8. K. to his fourth
9. Q. Kt. to K. B.'s seventh (ch.)	9. K. to his B.'s third
10. K. Kt. to Q.'s seventh (ch.)	10. K. takes B.
11. Q. Kt. to K.'s fifth (check)	11. K. to his R.'s fourth
12. Q. to K. B.'s third (check)	12. Q. B. takes Q.
13. K. Kt. to K. B.'s sixth (ch.)	13. K. takes R. P.
14. Q. Kt. takes B. (CHECKMATE).—Q. E. D.	

No. 166.

White.	*Black.*
1. K. B. P. one	1. P. takes P.
2. K. to his B.'s square	2. P. one
3. K. P. one	3. P. takes P.
4. K. takes K. B. P.	4. P. one (check)
5. K. to his square	5. P. one
6. Q. P. one	6. P. takes P.
7. K. takes K. P.	7. P. one
8. K. to Q.'s second	8. P. one
9. Q. B. P. one	9. P. takes P.
10. K. takes Q. P., and wins easily.	

No. 167.

White.	*Black.*
1. Q. to her Kt.'s fifth	1. B. takes Q., or (A)
2. K. Kt. to K. B.'s fourth (ch.)	2. K. to Q.'s third or fifth
3. Q. Kt. takes B. (CHECKMATE).	

(A)

White.	*Black.*
1. Q. to her Kt.'s fifth	1. Q. to her B.'s fifth
2. B. takes Q. (check)	2. K. to Q.'s third or fifth
3. Q. takes K. B. (CHECKMATE).	

MATCH OF CHESS,

BY CORRESPONDENCE,

BETWEEN PARIS AND PESTH (HUNGARY).

(*Continued from page* 117.)

Paris Game.

White. (PARIS.)	*Black.* (PESTH.)
5. Q. P. two	5. Q. P. one
6. Q. P. one	

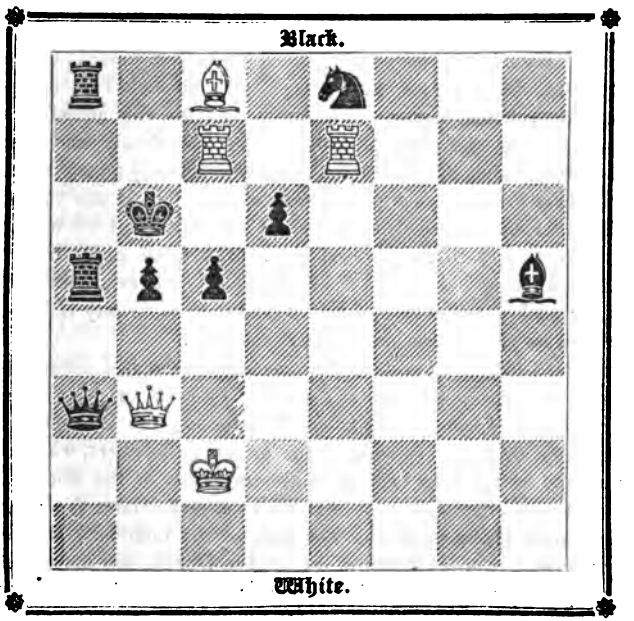
Pesth Game.

White. (PESTH.)	*Black.* (PARIS.)
	4. Kt. takes K. P.
5. Q. P. two	5. Q. P. one

PROBLEM, No. 170.

By Mr. SILAS ANGAS.

White, playing first, mates in four moves.



CHESS PLAYING IN IRELAND.

WHILE recording the extension of Chess in England, some information of the progress it is making in the sister island will not be uninteresting to the readers of "THE CHESS PLAYER'S CHRONICLE."

The history of Chess in any country can be known only by that of its Clubs, or of such assemblies of players as supply their place; for in them alone is it played with such a degree of skill as entitles it to attention. Chess play in private society is seldom more than a knowledge of the moves, and an imperfect idea of the laws,—so that, bad as many Club, players are, they become by comparison excellent in the drawing-room.

The first Chess Club we have any account of in Ireland, was formed in Dublin about thirty years ago. It was, however, more a friendly *society* than a Club, the members not having any regular Club-room, but meeting for practice weekly at each other's houses. They had several strong players amongst them, but their leading player is said to have been Dr. Hincks, Fellow of T. C. D., whose skill is favourably spoken of by Lewis, but who does not approach within the Pawn and two moves of the chief amateurs at present in Dublin. This Club continued a few years, and was succeeded in July, 1819, by "The Philidorean," which has existed ever since, and was for a long time the sole rallying point of the Chess players of Dublin.

It arose from the necessity for some place of meeting on the breaking up of the former Club, and was composed entirely of citizens of Dublin, who united, and took rooms at the Harp Coffee House. They comprised some of the principal players of the previous Club, and added to them others of even greater skill, as Messrs. Stephens, Waller, and Norman (the Honorary Secretary); but among all these, the only player of striking excellence was Mr. Caulet, a young man whose promise was very great, but who unfortunately remained too short a time in the Club to produce much improvement in the general play. The Club night was every Tuesday. Another Club, called the College Club, was established shortly after, composed of graduates and under-graduates of Trinity College, but it produced no players deserving commemoration.

This latter Club in a few years became merely nominal, owing to the dispersion of its original members; and the Philidorean, partly from the same cause, partly from the re-action that follows the excitement from every novelty, dwindled to some eight or ten subscribers, who, having given up the rooms they held from the formation of the Society, met together at each other's houses. An effort was made about this period to establish public Chess-rooms, on the plan of the London "Divans."—This, however, the only attempt of the kind in Dublin, was not successful, and was speedily abandoned.—It was not to be expected, that while the

Metropolis was making such feeble efforts for the support of Chess, suffering it to exist with little more than the name, that the rest of Ireland should do much to encourage its practice. A few amateurs, however, who really knew the game, where to be found at Belfast, the birth-place of the celebrated Mr. M'Donnell; but the only spot where real Chess could be met with, was at Dunmore, in the Bay of Waterford; Captain Evans, the well-known inventor of "The Evans' Gambit," who was stationed there, created around him a small circle of players, which continued unbroken while he remained to give it vitality, but upon his removal it fell to pieces and was dispersed. Yet all was not totally lost, for among the players thus formed was Sir John Blunden, Bart., who is now one of the strongest amateurs in Ireland. In the South-West also, Lord Dunlo, now Lord Clancarty, succeeded in embodying a Chess Club at Ballinasloe, of which his Lordship, a player of respectable, if not first rate force, is the very soul. This Club managed some years since to defeat "The Philidorean," then at the zenith of its strength.

In 1833, the formation of "The Dublin Chess Club" opened a promising era for Chess in Ireland. It owed its existence to the Dublin Library, a literary Institution whose Committee appropriated a room to be fitted up and devoted to this use, with the moderate additional subscription of five shillings per annum.

From eighteen to twenty of its members have generally availed themselves of this privilege. They meet every day, generally between the hours of two and six in the afternoon, and have, besides, a Club night every Friday. The principal players are Messrs. Stephens, Lubé, and Dr. Keogh. Since its institution it has been the locality where the best Dublin players may be met with, and where a visitor, who is anxious to try their strength, will at all times find a welcome. It may, indeed, be looked upon as the first purely Chess Association in Ireland, its members meeting simply to play, whereas the others mingle with their game that conviviality so characteristic of the country. After remaining a long time almost in abeyance, the Philidorean has latterly acquired more than its former strength, and is now in a very flourishing state. This amendment began about two years ago in such an accession of members that they were enabled to take rooms in Clare Street, where the usual weekly meetings were held on Tuesday; but the more marked step in its improvement was made about the beginning of the present year, by the junction of Sir John Blunden, Messrs. Butts, Longworth, Burton, &c.—men calculated to add in every way to its strength and respectability.

Under these auspices the Club has been re-modelled, and a new code of laws introduced, adapted to its present organization. The subscription is two guineas and a half per annum, and one guinea per annum for country members, whose visits must necessarily be only occasional. A large room has been taken and fitted up in the Leinster Chambers, Dame Street, and the members meet every day as in the Dublin Chess Club.

Much may be hoped from this Society, both from the impulse it will impart to Chess, and the probability of some distinguished player rising up among the increased number thus drawn together. Nor has the example of the Metropolis been lost on the provincial towns. Instead of the almost solitary Club at Ballinasloe, we now find Chess Institutions at Limerick, Waterford, Carrick-on-Shannon, Ross, and one at Armagh, celebrated for its indefatigable Secretary. When we reflect, that a very few years since, not one of these were in existence, we have every reason to hope that Chess in Ireland is not only steadily but rapidly on the advance. Beside the provincial assemblies just named, small bodies of amateurs are to be found in Kilkenny, Belfast, Cork, Carlow, &c., but they are not yet gathered into Clubs, and possess at present small claims to notice.

As there have been two opposite statements made by the organs of the London Players, respecting the Laws of Chess observed in the Dublin Club, it may be proper to mention, that the members are guided by those in use at the London Chess Club, as given in "THE CHESS PLAYER'S CHRONICLE," and in Mr. Lewis's Treatise on the Game. In the Philidorean Club, until the last few years, they adopted those antiquated ones to be found in old editions of Philidor, where a plurality of Queens is forbidden, stale-mate is a drawn game, &c. &c. Latterly, however, they have wisely adopted the same laws which are in use in the Dublin Club.

Toward the attainment of equal excellence with the players of London, the Dublin amateurs have to overcome the disadvantage of preclusion from that endless variety of play to be found in the great Metropolis, and which contrasts so strikingly with the limited practice afforded by the scanty numbers of the Dublin Clubs. The best player in Dublin is, indisputably, Mr. Stephens: and not only has he maintained this reputation among the players of his own Clubs,—for he is a member of both the Dublin and Philidorean,—but in his contests with such English amateurs as have visited Ireland, he has remained undefeated. M. Alexandre, Dr. Morrison, and Mr. Herring (of the Brazils), have successively tested his prowess in some hundred games, and were unable to gain any very decided advantage over him. He is a strong and remarkably steady player. One most agreeable to play with, from his easy style, and the absence of all tediousness in his moving. The department of the game in which he excels, is the conduct of his Pawns at the termination of the battle; and in this respect he is certainly not equalled by any other player in Ireland, and perhaps not surpassed by any even in England. He is more sound than brilliant in his general game, plays more from practical than theoretical knowledge, and is universally respected and esteemed by all who have the pleasure of his acquaintance.

Two other players, Sir John Blunden and Mr. Waller, are also worthy of regard. The former of these, who was not very much inferior to Captain Evans, while at Dunmore, has joined the Philidorean too re-

cently, and is too much out of play, to enable us fairly to place him, or to comment on his peculiar style. From the skill he has exhibited, there is reason to believe that he will, with practice, strike a blow at Mr. Stephens's supremacy which that player will find it difficult to parry. At present, he has contended successfully with all the other amateurs who have encountered him.

Perhaps no Dublin player possesses so much theoretical information on the game as Mr. Waller, but want of sufficient practice has prevented his making that knowledge so available as his capability would enable him. The Philidorean Club, however, in its regenerated state, will afford opportunities for practice that heretofore were unattainable in Dublin, and has already been found to exercise its influence in promoting the interests of Chess, by drawing together for daily exercise many amateurs who had hitherto stood aloof. Until eight years ago, there was only one Chess Society, and that one seldom prosperous, and often in a very precarious condition; it is highly satisfactory, therefore, to the lovers of our noble game, to see two Clubs now in a sanatory state, and in each several Chess tables employed daily. The principal amateurs need not shrink from a comparison with the best provincial players in England. What they have wanted is that greater scope of action which they may now look to attain. At present a mannerism runs through their play, and shows its prejudicial effects continually; they make use of but few openings, and play those in an unscientific manner; and entertain that absurdly extreme veneration for Philidor which is generally professed by the pedantic, and such as from their secluded position are behind the rest of the world in information. However, better times have dawned; the improved condition of their Clubs, the introduction of players who have exercised themselves among the London amateurs, the study of "THE CHESS PLAYER'S CHRONICLE," (now taken not only in the Clubs, but by many of the members,) will doubtless enable them ere long to produce players worthy of "The Gem of the West."

CHESS PLAY AMONG THE NATIVES OF INDIA.

THE accompanying extracts from the letter of a friend in India will be read with interest by European Chess players.

"I have now played a great many games of Chess with Parsees, Hindoos, and Mussulmen; they all play it according to the rules annexed, and I have never met with one among them who was acquainted with the game as played by us in Europe.

"Rules of the Game of Chess as played by the Natives of India.

"1.—Place the board with either a Black or White square on your right hand, it is of no consequence which.

"2.—Your King must be placed on the *right hand* of your Queen; consequently your King and the adverse Queen will be opposed, and *vice versâ*.

"3.—The *King's, Queen's* and *Rook's Pawns* only are permitted to be moved *two squares* their first moves; and if either of these pieces, *viz.* the King, the Queen or the Rook, is moved before its respective Pawn is played, the said Pawn is restricted to move one square.

"4.—Castling is not allowed, but the King, *once during the game,* may be *moved like a Knight,* if he has not been previously checked, or if the move will not expose him to check. The King, in making the Knight's move, can capture either a piece or Pawn.

"5.—A Pawn, upon arriving at the Rook's, Bishop's or Knight's eighth square, can be exchanged only for the piece which originally stood upon that square; but upon its arrival at the King's or Queen's eighth square, a Queen or any other piece may be claimed for it.—A Pawn cannot take another Pawn "*en passant.*"

"6.—When all the *pieces* are taken the game is drawn, although there be Pawns left, and if all the *pieces* of *one* party are taken before checkmate is given, the game is likewise drawn.

"With these exceptions the game is played as it is in England."

The following Games, between the writer and two natives of India, will serve to illustrate the rules above given.

GAME No. 1.*

White. (European.)	*Black.* (Hindoo.)
1. K. P. two	1. K. Kt. P. one (*a*)
2. Q. P. two	2. K. B. to K. Kt. second
3. Q. Kt. to B. third	3. Q. Kt. P. one
4. K. Kt. to B. third	4. Q. B. to Q. Kt. second
5. Q. B. to K. third	5. Q. P. two (*b*)
6. Q. P. one	6. K. B. P. one
7. Q. P. takes K. B. P.	7. K. Kt. takes P.
8. K. B. to Q. B. fourth	8. Q. R. P. one
9. Q. to her fifth	9. Q. to her third
10. Q. to her Kt. fifth	10. Q. to her Kt. fifth

* *Before attempting to play over these games, the reader must be particularly careful to arrange the pieces in obedience to Rule 2.*

White. (EUROPEAN.)	*Black.* (HINDOO.)
11. Q. B. takes P. (check)	11. K. R. P. takes B.
12. Q. takes P. (check)	12. K. to his B. square
13. Q. Kt. to Q. Kt. fifth	

AND BLACK RESIGNED.

Notes to Game No. 1.

(*a*) *Black's King* being placed on the square which in the English Game would be occupied by the *Queen*, the King's side and Queen's side are of course reversed. The Pawn now moved, in our game would be called the *Queen's Knight's Pawn.*

(*b*) The White pieces being ranged exactly as in our game, the student is not likely to make any mistake in playing those men; but he must continually bear in mind that White's *Queen's* side is Black's *King's* side, and *vice versâ.*

GAME No. 2.

White. (PARSEE.)	*Black.* (EUROPEAN.)
1. Q. Kt. to B. third	1. Q. P. two (*a*)
2. Q. Kt. P. one	2. Q. Kt. to B. third
3. Q. B. to Q. Kt. second	3. K. P. two
4. K. P. one	4. K. Kt. to B. third
5. K. B. to Q. Kt. fifth	5. K. B. to Q. B. fourth
6. Q. P. one	6. K. P. one
7. Q. Kt. to K. second	7. K. P. takes K. P.
8. K. B. P. takes P.	8. Q. B. to K. third
9. K. Kt. to B. third	9. K. R. P. one
10. K. B. to Q. R. fourth (*b*)	10. K. Kt. P. one
11. K. B. takes K. Kt.	11. Q. takes K. B.
12. B. takes Q. P.	12. B. takes B.
13. K. Kt. takes B.	13. Q. to K. fourth
14. Q. P. one	14. Kt. to Q. Kt. fifth
15. Kt. takes Kt.	15. B. takes Kt.
16. Q. to her second	16. B. takes Kt.
17. Q. takes B.	17. Q. to K. R. fourth (check)
18. K. to his B. second	18. Q. to Q. B. fourth (check)
19. K. to his square	19. K. to his Kt. second (*c*)
20. K. R. to K. B. square	20. Q. to her Kt. third
21. Q. to K. B. third (check)	21. K. to R. second
22. Q. takes adv. Q. B. P.	22. Q. takes Q. B. P.
23. Q. takes Q. Kt. P.	23. Q. R. to Q. Kt. square (*d*)
24. Q. to K. fifth	24. R. takes K. Kt. P.
25. Q. takes B. P. (check) (*e*)	25. Q. takes Q.

White. (PARSER.)	*Black.* (EUROPEAN.)
26. K. R. to K. B. second	26. R. checks
27. K. to Q. second	27. R. takes Q. R.
28. R. to K. B. seventh	28. Q. takes R. (*f*)

Notes to Game No. 2.

(*a*) According to the English mode of placing the pieces, the Pawn here played would be "*K.* P. two."

(*b*) This move in our game would entail the loss of the Bishop, because Black might immediately advance the Knight's Pawn *two* squares. (*See Rule* 3 *of the foregoing Rules.*)

(*c*) See Rule 4.

(*d*) Attacking the Queen.

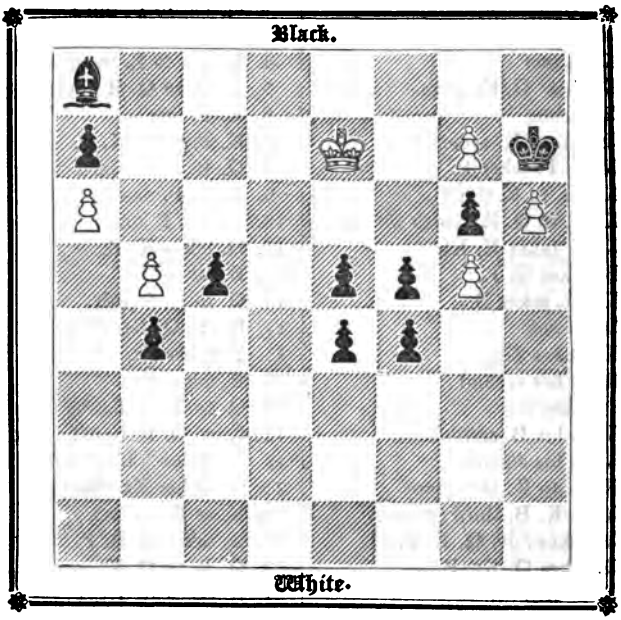
(*e*) His only move to protract the mate.

(*f*) Forgetting the clause in Rule 6. "If all the pieces of *one* party are taken before checkmate is given, the game is drawn."

PROBLEM, No. 171.

By Mr. SILAS ANGAS, of Newcastle.

White, playing first, mates in seven moves.



CORRESPONDENCE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

SIR,—At page 187 of Vol. III., and at some other parts of "THE CHESS PLAYER'S CHRONICLE," to which I cannot now refer, you treat of what may be called the "Queen's Pawn two Muzio." It is doubtless a very attacking opening, but I do not think that Ghulam Kassim, in the variations which you have published, gives the strongest defence to the second player. He makes Black for his 9th move play, first, "K. Kt. to B.'s third," and secondly, "K. to Kt.'s second," and in all the examples he gives, White obtains the better game. I have been of late paying a good deal of attention to this gambit, and "Q. to K. B.'s third," appears to me to give Black a much stronger position. Suppose—

White.	*Black.*
9. Q. B. takes P.	9. Q. to K. B.'s third

If White checks with his Queen at King's Rook's fifth, the move is powerless in consequence of Black's being able to interpose his Queen. Neither will "(10) K. P. one" avail him, for in that case Black plays "(10) Q. to K. B.'s fourth;" and, upon White "(11) Castling," plays "(11) K. to his square," and has, *judicio meo*, the best of the game. But suppose White at his 10th move to Castle, which I believe to be his best move.

White.	*Black.*
10. Castles	Then, 10. K. to his square
11. Q. checks	11. Q. to K. Kt.'s third
12. Q. to K.'s fifth (check)	12. K. B. to K.'s second

And Black, with the advantage of two pieces more than his opponent, seems securely posted.

I should much like to see this move analysed by some capable person; it may be worth attention.

Apologizing for intruding upon you,

I am, Sir, with much respect,

Yours most obediently,

GAMMA.

PROBLEM OF THE KNIGHT'S MOVES ON THE CHESS BOARD.

SIR,—Perhaps the following Problem may entertain some of your readers. Make the Knight move successively to every square of the Chess board, subject to these conditions, that the first 32 squares on

which he moves shall be at the White side of the board, and the last 32 at the Black side, and that the last square which he occupies shall be within a Knight's move of that from which he set out. I send you the solution, which will enable any one to make the Knight start from any square, and return to the same in 64 moves, touching, meantime, every square on the board.

Yours obediently,

Dublin. M. L.

CHESS INTELLIGENCE.

We have this month the pleasing duty to announce the restoration of harmony, and a proper understanding, where discord and animosity have for years prevailed.

Our readers in the Metropolitan Chess circles, will readily conceive, that we allude to the long existing differences between Mr. George Walker and Mr. Staunton, which we rejoice to say, through the generous mediation of Chess friends, have been adjusted recently upon terms most honourable to both gentlemen. Under the impression, on Mr. Staunton's side, that Mr. Walker had disseminated injurious and utterly unfounded imputations upon his private character; and, on the part of Mr. Walker, that Mr. S. had written and circulated a pamphlet to ridicule and bring contempt upon his works on Chess, a spirit of fierce hostility had sprung up, which it appeared impossible either to eradicate or subdue. The interposition of friends, however, has tended to soften asperities and correct mistakes; and, mutual explanations having been exchanged, we are authorized in the first place, by Mr. Walker, to deny most positively his having ever given currency to reflections inimical to the honour and respectability of Mr. Staunton, and to express his regret that the misunderstanding in question should have arisen; and in the next place, in giving publicity to an equally peremptory denial from Mr. Staunton, of any participation whatever, either in the authorship or distribution of the obnoxious pamphlet—the existence of which he was unacquainted with, until it was sent to him, in common with other Chess players, anonymously, two years ago.

After this public disclaimer on both sides, of any "purposed wrong," it would be ungracious of us to hesitate in acknowledging that, influenced by the impression Mr. Walker declares to have been erroneous, we have occasionally inserted remarks concerning him, which, now that they are shown to have originated in misconception, we shall certainly expunge from any future editions of the Magazine.

Since writing the above, we learn that Mr. Staunton has been elected one of the members of the St. George's Chess Club,—a circumstance which affords an additional confirmation of the re-establishment of good feeling between the parties so lately at issue.

GAMES BY CORRESPONDENCE.

We have been favoured with four interesting Games, now playing by letter between Le Capitaine Lucas, French Artillery, and Major Nesbitt of the 60th Rifles. Want of space prohibits the publication of more than one of these *parties* in the present Number, but we trust to be enabled to give the others when the whole are concluded.

GAME No. 1.

Begun by Major Nesbitt.

White. (Major N—.)	*Black.* (Captain L—.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. K. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. B. checks
6. Q. Kt. to B. third	6. B. takes Kt. (check)
7. P. takes B.	7. K. Kt. to K. second
8. K. Kt. to B. third	8. Castles
9. Q. to her Kt. third	9. Q. B. P. one
10. Q. B. to Q. R. third	10. Q. Kt. P. two
11. K. B. to Q. third	11. R. to K. square
12. B. takes K. R. P. (check)	12. K. to R. square
13. Castles with K. R.	13. K. Kt. to Q. fourth
14. K. B. to Q. Kt. square	14. Q. Kt. to Q. second
15. Q. to her B. second	15. Q. Kt. to K. B. third
16. Kt. to K. fifth	16. Q. to B. second
17. R. to K. square	17. K. Kt. P. one
18. Q. B. to Q. sixth	18. Q. to Q. Kt. second
19. Q. to her second	19. K. to his Kt. second
20. K. B. to Q. third	20. Q. Kt. to K. R. fourth
21. Q. B. P. one	21. K. Kt. to K. B. fifth
22. K. B. to K. fourth	22. Q. B. to Q. second
23. Q. B. P. takes Q. Kt. P.	23. K. Kt. to Q. fourth
24. Q. R. to B. square	

AND BLACK HAS TO PLAY.

GAME DLXXII.

Between Mr. SILAS ANGAS, of Newcastle, and another Amateur, the former giving his Queen's Rook.

Remove White's Queen's Rook from the board.

White. (Mr. S. A.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. R. P. one (*a*)
5. Q. Kt. P. two	5. B. to Q. Kt. third
6. Q. Kt. P. one	6. Kt. to Q. R. fourth
7. B. takes K. B. P. (check)	7. K. takes B.
8. Kt. takes P. (check)	8. K. to his third (*b*)
9. Q. P. two	9. K. Kt. to B. third
10. Q. P. one (check) (*c*)	10. K. takes Kt.
11. K. B. P. two (check)	11. K. takes K. P.
12. Q. to her B. second (check)	12. K. takes Q. P.
13. Q. to K. B. fifth (check)	13. K. to Q. B. fifth
14. Q. Kt. to R. third (check)	14. K. takes P.
15. Q. B. to Q. second (check)	15. K. to Q. fifth

AND WHITE MATED BY FORCE IN FOUR MOVES.

Notes to Game DLXXII.

(*a*) The attack of the first player evidently hinges upon this weak move of his opponent, and the game may be useful to students, as exemplifying the fatal consequences resulting from loss of time.

(*b*) If Black had moved the King to any other square, except King's Bishop's third, he must have lost at least a Rook.

(*c*) Well played.

ELEMENTARY LESSONS,

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

LESSON THIRTEENTH.

ON THE KING'S BISHOP'S OPENING.

Another Variation on White's 3rd Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. P. two
3. Q. P. two	3. K. Kt. to B.'s third

We think the advance of the Queen's Pawn, at this point, less advantageous to the first player than after taking the King's Knight with his Bishop.

White.	*Black.*
4. Q. B. to K. Kt.'s fifth	4. K. B. to K.'s second

Instead of so playing, Black, for his fourth move, may bring the Queen's Knight to Bishop's third, and in that case the following moves are probable.

	Q. Kt. to B.'s third
Q. P. one	*Q. Kt. to K.'s second*
B. takes K. Kt.	*P. takes B.*
Q. P. one	*P. takes P. (best)*
Q. to K. R.'s fifth (check)	*Kt. to K. Kt.'s third*
K. P. takes P.	*Q. to her R.'s fourth (check)*
Q. Kt. to B.'s third	*K. P. one*
K. B. to his seventh (check)	*K. to Q.'s square (best)*
B. takes Kt.	

White has evidently the superiority.

5. Q. P. takes P.	5. Kt. takes K. P.
6. Q. B. to K.'s third	6. K. B. to Q. B.'s fourth
7. B. takes B.	7. Kt. takes B.
8. Q. Kt. to Q. B.'s third	8. Q. Kt. to Q. B.'s third
9. K. B. P. two	

And there is little difference in the positions.

VARIATION.

Beginning at Black's third move, in the Variation just given.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. P. two
3. Q. P. two	3. K. P. takes P.
4. K. B. takes Kt.	4. R. takes B.

If White, instead of taking the Knight at his fourth move, takes the Pawn with the Queen, the game is likely to proceed thus:—

Q. takes P.	*Q. to K.'s second*
Q. Kt. to B.'s third	*P. takes P.*
Q. takes K. P.	*Q. takes Q. (check)*
Kt. takes Q.	*Q. B. P. one*

The game is about equal.

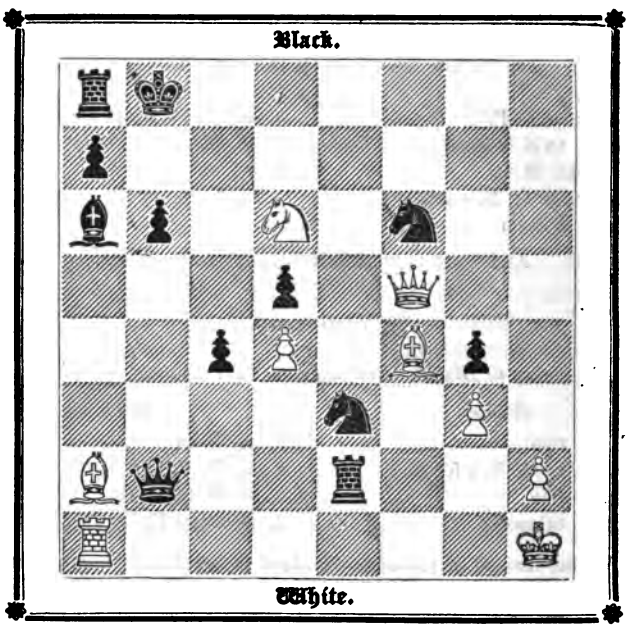
White.	*Black.*
5. Q. takes P.	5. Q. Kt. to B.'s third
6. Q. to her fifth	6. Kt. to K.'s second
7. Q. to her third	7. P. takes P.
8. Q. takes P.	8. Q. P. two
9. Q. to K.'s second	9. Q. to her third

The positions are nearly equal.

PROBLEM, No. 172.

By Mr. W. Bone.*

White to play, and mate in four moves.



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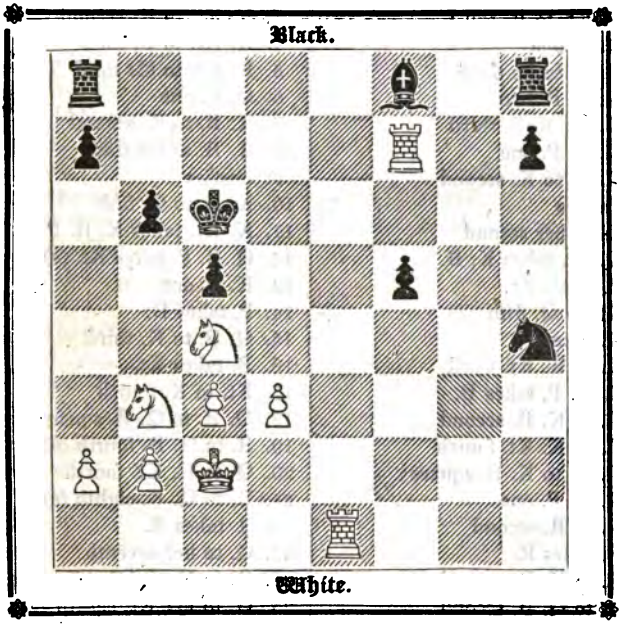
* *From Le Palamède.*

PROBLEM, No. 173.

By an AMATEUR.

This position occurred in play.

White, Mr. H., having to play, gave mate in five moves.



[THE six following games were recently played at the St. George's Chess Club, Cavendish Square, by M. ST. AMANT, one of the finest players of France, and Mr. STAUNTON. From their limited number, and the circumstances under which they were played,—M. St. Amant being in London upon business which demanded his chief attention, and his adversary having entered the Chess arena for the first time after severe indisposition,—these games afford nothing like a test of the relative skill of the two players; and, although more laboured, are certainly much inferior to the average of those between Messrs. Cochrane and Staunton, which from time to time have appeared in this Magazine.

The present games, however, derive an interest from being the first ever played between M. St. Amant and Mr. Staunton, and may be looked upon as the prelude to a more important and satisfactory contest, since

we learn that Mr. Staunton has offered to play a match of 21 or 41 games with M. St. Amant, or any other player now in the field, for fifty or one hundred guineas a side.]

GAME DLXXIII.

Black. (M. St. Amant.)	*White.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. one
3. Q. Kt. to B. third	3. K. Kt. to K. second
4. Q. P. one	4. Q. Kt. to B. third
5. Q. B. to K. third	5. K. Kt. to his third
6. K. B. P. two	6. Q. P. one
7. K. Kt. to B. third	7. K. B. to K. second
8. Q. R. P. one	8. K. B. to his third
9. K. B. to K. second	9. Castles
10. Castles	10. K. B. to Q. fifth
11. Q. to her second	11. K. Kt. takes K. B. P.
12. K. Kt. takes K. B.	12. Q. B. P. takes Kt. (*a*)
13. B. takes Kt.	13. K. P. one
14. Kt. to Q. fifth	14. P. takes B.
15. Q. takes P.	15. Q. B. to K. third
16. Q. to K. Kt. third	16. B. takes Kt.
17. Q. B. P. takes B.	17. Kt. to K. fourth
18. R. to K. B. second	18. Q. R. to Q. B. square
19. B. to K. Kt. fourth	19. R. to Q. B. fourth (*b*)
20. Q. R. to K. B. square	20. Q. to K. Kt. fourth
21. K. R. P. one	21. R. to Q. B. eighth (*c*)
22. K. to R. second	22. R. takes R.
23. R. takes R.	23. Q. to her seventh
24. R. to K. B. second	24. Q. to K. eighth (*d*)
25. R. to Q. B. second	25. Q. to her Kt. eighth
26. R. to Q. second	26. K. Kt. P. one
27. Q. to K. B. second	27. K. R. P. two
28. B. to Q. square	28. Q. to her B. eighth
29. K. Kt. P. two	29. P. takes P.
30. P. takes P.	30. Q. takes B.
31. R. takes Q.	31. Kt. takes P. (check)
32. K. to Kt. third	32. Kt. takes Q.
33. K. takes Kt.	33. R. to Q. B. square
34. R. to Q. second	34. K. to Kt. second
35. K. to B. third	35. R. to Q. B. eighth
36. R. to K. R. second	36. K. to K. B. third
37. R. to K. R. eighth	37. R. to Q. eighth
38. K. to his second	38. R. to Q. Kt. eighth
39. K. to B. third	39. R. takes Q. Kt. P.
40. R. to K. eighth	40. R. to Q. Kt. third

Black. (M. St. Amant.)	*White.* (Mr. S—n.)
41. K. P. one (check) (*e*)	41. P. takes P.
42. K. to his fourth	42. R. to Q. third (*f*)
43. R. takes K. P.	43. R. to Q. second
44. K. takes Q. P.	44. K. Kt. P. one (*g*)
45. R. to K. square	45. K. Kt. P. one
46. K. to Q. B. fifth	46. K. to his Kt. fourth
47. P. to Q. sixth	47. K. B. P. two
48. R. to K. seventh	48. R. to Q. square
49. K. to Q. fifth	49. K. to his B. fifth
50. P. to Q. seventh	50. K. Kt. P. one
51. R. to K. Kt. seventh	51. K. to his B. sixth
52. K. to his fifth	52. K. Kt. P. one
53. K. to his sixth	53. K. B. P. one
54. P. to Q. fourth	54. K. to his B. seventh
55. P. to Q. fifth	55. K. Kt. P. one, becoming a Q.
56. R. takes Q.	56. K. takes R.
57. K. to his seventh	57. R. takes P. (check)
58. K. takes R.	58. P. to K. B. sixth
59. K. to Q. B. seventh	59. K. B. P. one
60. Q. P. one	60. K. B. P. one, becoming a Q.
61. Q. P. one	61. Q. to Q. sixth
62. P. one, becoming a Queen	62. Q. takes Q. (check)
63. K. takes Q.	63. Q. Kt. P. two
64. K. to Q. B. seventh	64. Q. R. P. two
65. K. to Kt. sixth	65. Kt. P. one
66. R. P. one	66. Kt. P. one
67. K. takes R. P.	67. Kt. P. one
68. K. to R. sixth	68. P. Queens
69. P. one	69. Q. to Q. Kt. fifth

AND BLACK RESIGNED.

Notes to Game DLXXIII.

(*a*) Before taking the Knight, White should perhaps have checked with his Knight at King's Rook's sixth.

(*b*) Tempting Black to advance his Queen's Knight's Pawn; in which case, White, by playing the Rook to Bishop's sixth, would have strengthened his position considerably.

(*c*) If, instead of this move, White had played King's Rook's Pawn two squares, his opponent might with advantage have moved the Rook to King's Bishop's fifth.

(*d*) White would have gained nothing by taking the Queen's Pawn at this point, because, after the exchange of Queens, his opponent, by playing the Rook to Queen's second, must have won a Pawn in return immediately.

(*e*) This part of the game is ingeniously played by Black.

(*f*) Had White played his Rook to Queen's Knight's sixth, with the view of winning the adverse Pawns, he would have lost the game.

(*g*) "R. to K. second" would have been a stronger move.

GAME DLXXIV.

Between the same Opponents.

Black. (Mr. St—n.)	*White.* (M. St. Amant.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. two	3. Q. to K. second
4. Q. Kt. to B. third	4. P. takes P.
5. Q. takes P.	5. Q. Kt. to B. third
6. Q. to K. third	6. Q. Kt. to K. fourth
7. B. to Q. Kt. third	7. Q. B. P. one
8. K. R. P. one	8. Q. P. one
9. K. Kt. to K. second	9. K. R. P. one
10. K. B. P. two	10. Q. Kt. to K. Kt. third
11. Castles	11. Q. B. to K. third
12. K. B. P. one	12. B. takes B.
13. Q. R. P. takes B.	13. Q. Kt. to K. fourth
14. Q. R. takes P.	14. Q. R. to Kt. square
15. B. to Q. second (*a*)	15. Q. Kt. to Q. second
16. K. R. to Q. R. square	16. Q. to her square
17. Q. Kt. to Q. R. fourth	17. K. B. to K. second
18. K. Kt. to Q. fourth	18. Castles
19. B. to Q. R. fifth (*b*)	19. Q. to her B. square
20. Q. Kt. to his sixth (*c*)	20. Kt. takes Kt.
21. B. takes Kt.	21. Q. B. P. one
22. Kt. to K. B. third	22. Q. to B. third
23. B. to R. fifth	23. Kt. takes K. P.
24. P. to Q. Kt. fourth	24. Q. P. one
25. Q. B. P. one	25. K. R. to K. square (*d*)
26. P. to Q. Kt. fifth	26. Q. to her third
27. Q. B. P. one	27. B. to his third
28. Q. to her third	28. Q. Kt. P. one
29. B. to K. square	29. Q. P. one
30. Kt. to Q. second	30. Kt. takes Kt.

Black. (Mr. St—n.)	*White.* (M. St. Amant.)
31. B. takes Kt.	31. B. to Q. square (*e*)
32. K. R. to K. B. square	32. B. to K. Kt. fourth
33. B. takes B.	33. P. takes B.
34. K. B. P. one	34. K. Kt. P. one (*f*)
35. Q. to K. B. third	35. Q. P. one
36. Q. to K. Kt. fourth	36. Q. to K. fourth
37. Q. R. takes K. B. P.	37. Q. to K. sixth (check) (*g*)
38. K. to R. square	38. Q. to K. seventh
39. Q. R. to K. Kt. seventh (ch.)	39. K. to B. square
40. Q. R. to K. B. seventh (ch.)	40. K. takes R.
41. Q. to her seventh (check)	41. K. R. to K. second
42. Q. takes R. (check) (*h*)	42. Q. takes Q.
43. P. takes Q. (discov. check)	43. K. takes P.
44. K. to Kt. square	44. R. to Q. square
45. R. to Q. square	45. R. to Q. fifth
46. Q. Kt. P. one	46. Q. P. one
47. K. to B. second	47. R. to Q. sixth
48. K. to his second	48. R. takes Q. Kt. P.
49. R. takes P.	49. R. to Q. B. sixth
50. R. to Q. fifth	50. R. takes Q. B. P.
51. R. takes P. at K. Kt. fifth	51. K. to B. third
52. R. to Q. fifth	52. K. to his third
53. R. to K. Kt. fifth	53. K. to B. second
54. R. to Q. fifth	54. R. to Q. Kt. fifth
55. R. to Q. seventh (check)	55. K. to his third
56. R. to Q. B. seventh	56. K. to his B. fourth
57. R. to K. B. seventh (check)	57. K. to Kt. fourth
58. K. to Q. third	58. R. takes Q. Kt. P.
59. K. to Q. B. fourth	59. R. to Kt. fifth (check)
60. K. to Q. fifth	60. R. to Q. Kt. seventh
61. K. Kt. P. two	61. R. to Kt. fifth
62. R. to Q. B. seventh	62. R. to Kt. sixth
63. R. to K. R. seventh	63. R. to Kt. fifth
64. R. to Q. B. seventh	64. Q. B. P. one
65. K. to Q. fourth	65. Q. Kt. P. one
66. R. to Q. B. fifth (check)	66. K. to R. fifth
67. R. to Q. B. sixth	67. K. to Kt. fourth (*i*)
68. R. to Q. B. fifth (check)	68. K. to R. third
69. R. P. one	69. R. to Kt. sixth
70. R. P. one	70. R. to K. Kt. sixth
71. R. P. takes P.	71. R. takes P. (check)
72. K. to Q. B. third	72. R. to Kt. sixth (check)
73. K. to Q. fourth	73. R. to Q. sixth (check)
74. K. to his fourth	74. R. to Q. Kt. sixth
75. K. to his B. fifth	75. R. to Q. Kt. eighth
76. K. to B. sixth	76. R. to K. B. eighth (check)

Black. (Mr. St—n.)	*White.* (M. St. Amant.)
77. K. to his sixth	77. R. to Q. Kt. eighth
78. K. to his B. seventh	78. R. to K. B. eighth (check)
79. K. to his sixth	79. R. to K. eighth (check)
80. K. to B. seventh	80. R. to B. eighth (check)
81. K. to his sixth	81. K. takes P.
82. R. takes Kt. P.	82. P. one
83. R. to Q. B. fifth	83. R. to Q. B. eighth
84. K. to Q. fifth	84. P. one
85. K. to Q. B. sixth (*k*)	85. K. to B. third
86. R. to Q. B. fourth	86. K. to his fourth
87. K. to B. fifth	87. K. to his B. fourth
88. R. to B. third	88. K. to his fifth
89. K. to B. fourth	

DRAWN GAME.

Notes to Game DLXXIV.

(*a*) With so fine a position, and the advantage of a Pawn more than his adversary, the opening player ought to have won without much difficulty.

(*b*) Some of Black's moves at the present stage of the game are unaccountably deficient in energy and purpose.

(*c*) This move costs Black a Pawn at least.

(*d*) Threatening to win the Bishop by advancing his Queen's Knight's Pawn.

(*e*) Lost time.

(*f*) It would have been bad play on White's part to have taken the Pawn.

(*g*) The following variation demonstrates that White would have lost the game if he had taken the Rook.

Black.	*White.*
	37. K. takes R.
38. Q. to her seventh (check)	38. R. to K. second (best)
39. P. takes R. (discov. check)	39. K. to Kt. square (best)
40. Q. to her eighth, winning easily.	

(*h*) On examining the situation carefully, the student will comprehend Black's reason for taking the Rook with his Queen, instead of with the Pawn, as in the foregoing variation.

(*i*) We believe White might have won by playing on his Queen's

Bishop's Pawn, and afterwards moving the Rook to Queen's Bishop's fifth square.

(*k*) The only move apparently to draw the game.

GAME DLXXV.

Between the same Players.

Black. (M. St. Amant.)	*White.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. Kt. P. two	5. B. to Q. Kt. third
6. Q. P. one	6. Q. P. one
7. Q. B. to K. Kt. fifth	7. Q. R. P. one (*a*)
8. K. R. P. one	8. Castles
9. Q. Kt. to Q. second	9. Q. B. to K. third
10. Castles	10. K. to R. square
11. Q. to her Kt. third	11. B. takes B.
12. Kt. takes B.	12. B. to Q. R. second
13. Q. Kt. to K. third	13. Q. Kt. to K. second
14. K. to R. second	14. Q. B. P. one
15. K. Kt. to R. fourth	15. Q. Kt. to K. Kt. square
16. K. Kt. P. one	16. K. R. P. one
17. B. takes Kt.	17. Kt. takes B.
18. Q. R. to K. square	18. Q. R. to Q. B. square
19. K. B. P. two	19. P. takes P.
20. K. Kt. P. takes P.	20. B. takes Kt.
21. R. takes B.	21. Kt. to Kt. fifth (check) (*b*)
22. P. takes Kt.	22. Q. takes Kt. (check)
23. K. to Kt. second	23. Q. takes P. (check)
24. Q. R. to K. Kt. third	24. Q. to K. seventh (check) (*c*)
25. K. R. to K. B. second	25. Q. to K. R. fourth
26. K. B. P. one	26. Q. Kt. P. two
27. Q. to her Kt. second	27. Q. B. P. one
28. K. R. to B. square	28. Q. to K. R. fifth
29. K. B. P. one	29. K. Kt. P. one
30. Q. to her second	30. K. to Kt. square
31. Q. to K. B. second (*d*)	31. Q. to K. R. fourth
32. K. R. to his square	32. Q. to K. fourth
33. R. takes R. P.	33. Q. B. P. takes P.
34. Q. R. to K. R. third	34. Q. to K. Kt. fourth (check)
35. K. to R. second	

AND WHITE RESIGNED.

Notes to Game DLXXV.

(*a*) Queen's Knight to King's second would have been better play.

(*b*) White would have gained a more decisive advantage by taking the King's Pawn with his Knight.

(*c*) Badly played. He should have retired the Queen to King's third.

(*d*) Threatening to win the Queen by taking the King's Knight's Pawn with his Rook.

GAME DLXXVI.

Between the same Opponents.

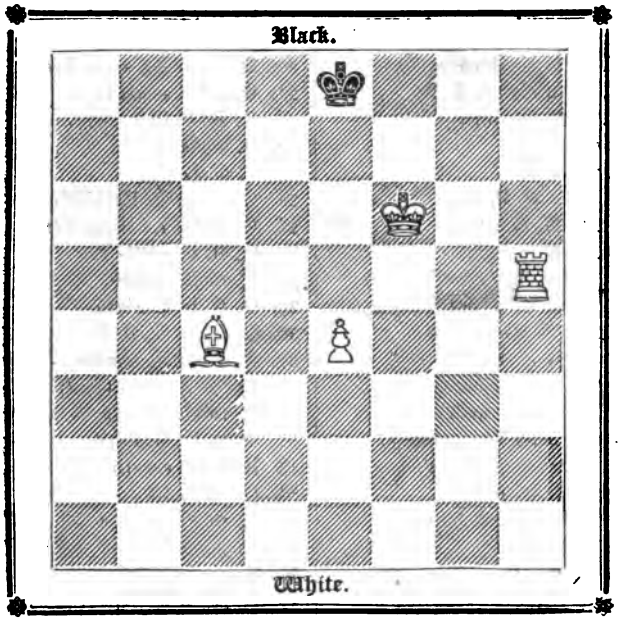
White. (Mr. St—n.)	*Black.* (M. St. Amant.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. to K. second
5. Q. P. two	5. P. takes P.
6. Castles	6. Q. Kt. to K. fourth
7. Kt. takes Kt.	7. Q. takes Kt.
8. K. B. P. two	8. P. takes Q. B. P. (disc. check)
9. K. to R. square	9. Q. to her fifth
10. Q. to her Kt. third	10. Kt. to K. R. third
11. Q. Kt. takes P.	11. Castles
12. K. R. P. one	12. Q. B. P. one
13. K. B. P. one	13. Q. to K. B. third
14. K. P. one	14. Q. to K. R. fifth
15. B. takes Kt.	15. Q. takes B.
16. Kt. to K. fourth	16. B. to Q. fifth
17. Kt. to Q. sixth	17. Q. to K. R. fourth
18. B. takes K. B. P. (check)	18. R. takes B.
19. K. Kt. P. two	19. B. takes K. P.
20. Q. R. to K. square	20. Q. takes K. R. P. (check)
21. Q. takes Q.	21. B. takes Kt.
22. R. to K. eighth (check)	22. B. to his square
23. K. R. to K. square	23. Q. P. two
24. Q. R. to Q. eighth	24. R. to Q. second
25. K. R. to K. eighth	25. R. takes R.
26. R. takes R.	26. Q. Kt. P. one
27. Q. to K. third	27. Q. B. to Kt. second
28. R. takes R.	28. B. takes R.
29. Q. to K. sixth (check)	29. K. to R. square
30. Q. to K. B. seventh	

AND BLACK RESIGNED.

PROBLEM, No. 174.

By Herr Kling.

White, playing first, mates with his Pawn in five moves.



GAME DLXXVII.

Between the same Opponents.

Black. (M. St. Amant.)	*White.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. one
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. Kt. to B. third	4. K. Kt. to K. second
5. Q. P. one	5. K. Kt. to his third
6. K. B. to K. second	6. K. B. to K. second
7. Q. B. to K. third	7. Q. P. one
8. Q. R. P. one	8. K. B. to his third
9. K. Kt. to Q. second	9. Castles
10. Castles	10. Q. Kt. to Q. fifth

Black. (M. St. Amant.)	*White.* (Mr. St—n.)
11. Q. R. to Q. Kt. square	11. Q. R. P. one
12. K. B. P. two	12. Q. Kt. P. two
13. K. to R. square	13. Q. R. to Kt. square
14. K. B. to K. R. fifth	14. Q. B. to Q. second
15. Q. B. takes Q. Kt.	15. B. takes B.
16. Q. Kt. to K. second	16. K. B. to K. sixth
17. K. R. to B. third	17. K. B. takes Kt.
18. Q. takes B.	18. Q. Kt. P. takes P.
19. P. takes P.	19. Q. B. to his third
20. K. R. to K. third	20. Q. R. to Kt. second (*a*)
21. K. B. to his third	21. Q. to B. second (*b*)
22. K. R. to Q. third	22. K. B. P. two
23. P. takes P.	23. B. takes B.
24. P. takes B.	24. P. takes P.
25. R. takes Q. P.	25. Q. R. to Q. Kt. sixth
26. Kt. to Q. B. third	26. Q. to Q. Kt. square (*c*)
27. Kt. to K. second	27. Q. R. takes R. P.
28. Q. to her fifth (check)	28. K. to R. square
29. K. R. to Q. seventh	29. Q. R. to K. sixth
30. Kt. to K. Kt. square	30. Q. takes K. B. P.
31. Q. takes Q. B. P.	31. K. R. to K. square
32. Q. R. to Q. square	32. Kt. to K. R. fifth (*d*)
33. Q. R. to Q. fourth	33. Q. to K. Kt. fourth
34. Q. R. to K. Kt. fourth (*e*)	34. Q. to K. R. third
35. Q. R. takes K. Kt. P.	35. R. to K. eighth
36. R. takes P. (check)	36. Q. takes R.
37. Q. to her fourth (check)	37. K. to Kt. square
38. R. takes Q.	38. K. takes R.
39. Q. takes Kt. (check)	39. K. to Kt. third
40. K. to Kt. second	40. Q. R. to Q. eighth
41. Kt. to R. third	41. K. R. to K. Kt. square
42. Kt. to B. fourth (check)	42. K. to B. second (discov. ch.)
43. K. to R. third	43. Q. R. to K. Kt. eighth
44. Q. to R. seventh (check)	44. K. to B. third
45. Kt. to R. fifth (check)	45. K. to his fourth
46. Kt. to K. Kt. third	46. K. R. takes Kt. (check) (*f*)
47. K. to R. fourth (*g*)	47. K. R. to K. Kt. second
48. Q. to K. R. eighth	48. K. to B. third
49. K. B. P. one	49. Q. R. to K. Kt. fifth (check)
50. K. to R. fifth	50. K. to B. second
51. Q. B. P. one	51. Q. R. takes K. B. P.
52. Q. B. P. one	52. Q. R. to K. Kt. fifth
53. K. R. P. two (*h*)	53. K. R. to K. Kt. square
54. Q. to K. R. seventh (check)	54. K. to B. third
55. Q. B. P. one	55. Q. R. to K. Kt. second
56. Q. to R. sixth (check)	56. K. to B. second

Black. (M. St. Amant.)	*White.* (Mr. St—n.)
57. Q. Kt. P. two	57. K. R. to Q. B. square
58. Q. Kt. P. one	58. P. takes P.
59. Q. to K. Kt. sixth (check) (*i*)	59. K. to Kt. square (!)
60. Q. to K. sixth (check)	

AND WHITE RESIGNED.

Notes to Game DLXXVII.

(*a*) "Q. R. to Kt.'s third," would have been much stronger play.

(*b*) A lost move; he should have played the Queen to her Knight's square.

(*c*) Threatening to win a piece.

(*d*) This was not well played; he might have taken the King's Bishop's Pawn with his Rook.

(*e*) Finely played.

(*f*) After this move, with ordinary care White ought to have won easily.

(*g*) He would obviously have lost his Queen had he taken the Rook.

(*h*) Any other move would have lost him the game immediately.

(*i*) To compel his opponent to give him stalemate.

The sixth game between these Players will be found at p. 189.

GAME DLXXVIII.

Between Captain Evans and the Hon. Secretary of the London Chess Club.

White. (Capt. E.)	*Black.* (Hon. Sec.)
1. K. P. two	1. K. P. two
2. Q. B. P. one	2. K. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. P. one	4. Kt. to K. fifth
5. Q. to K. second	5. Kt. to his fourth
6. P. takes P.	6. K. B. checks
7. Q. Kt. to B. third	7. Kt. to Q. B. third
8. Q. to her third	8. Q. P. two
9. K. B. P. two	9. Kt. to K. fifth
10. K. Kt. to B. third	10. Q. B. to K. B. fourth
11. Q. to K. third	11. Castles
12. Q. R. P. one	12. K. B. to Q. R. fourth
13. Q. Kt. P. two	13. K. B. to Q. Kt. third

White. (Capt. E—.)	*Black.* (Hon. Sec.)
14. Q. B. to Q. Kt. second.	14. Q. B. to K. Kt. fifth
15. Q. Kt. to Q. R. fourth	15. Q. B. takes K. Kt.
16. Q. Kt. takes K. B.	16. Q. B. takes K. Kt. P.
17. K. B. takes B.	17. Q. to K. R. fifth (check)
18. K. to his second	18. Q. R. P. takes Kt.
19. B. takes Kt.	19. Q. P. takes B.
20. Q. takes P.	20. Q. to K. Kt. fifth (check)
21. Q. to K. B. third	21. Q. to K. B. fourth
22. Q. R. to Q. B. square	22. Q. Kt. takes Q. Kt. P.
23. K. R. to K. Kt. square	23. Q. Kt. to B. third
24. K. R. to Kt. fifth	24. Q. to her second
25. Q. P. one	25. Kt. to K. second
26. K. R. takes Kt. P. (check)	26. K. to R. square
27. Q. to her third	27. Kt. to Kt. third
28. R. takes Kt.	28. Q. R. to K. square
29. K. to his B. second	29. R. to K. third
30. K. R. to Kt. third	30. K. R. to Q. square
31. P. takes Q. R.	31. Q. to K. second
32. P. takes P.	

AND BLACK RESIGNED.

PROBLEMS FOR YOUNG PLAYERS.

No. 158.

By Mr. Silas Angas.

White.	*Black.*
K. at Q. R.'s fourth	K. at Q. B.'s fourth
Q. at K.'s eighth	Q. at K. R.'s fifth
R. at Q.'s sixth	R. at K. R.'s third
Pawns at Q. R.'s fifth, Q. Kt.'s second, and Q. B.'s third	Kt. at K. Kt.'s fifth
	Pawns at Q. Kt.'s second, and Q. R.'s third

White to play, and mate in three moves.

No. 159.*

By M. Riboulleau.

White.	*Black.*
K. at Q. R.'s sixth	K. at Q. B.'s fifth
R. at Q. R.'s fourth	R. at K. B.'s third
B. at Q. Kt.'s fourth	R. at Q.'s fourth

* *From Le Palamède.*

White.	*Black.*
Kt. at K.'s fourth	B. at Q. B.'s third
Pawn at Q. Kt.'s second	Pawns at K.'s fourth, and Q.'s sixth

White to play, and mate in three moves.

No. 160.*

By M. LOQUIN.

White.	*Black.*
K. at his B.'s fourth	K. at Q.'s fifth
Q. at her B.'s second	
Kt. at Q. B.'s fifth	

White to play, and mate in two moves.

No. 161.

By Mr. LUCAS.*

White.	*Black.*
K. at his R.'s square	K. at his B.'s fifth
Q. at her Kt.'s second	R. at Q. B.'s fifth
R. at Q. B.'s third	B. at K. R.'s square
Kt. at K. R.'s fourth	B. at Q.'s fourth
	Pawns at K. B.'s fourth, and K.'s fifth

White to play, and mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our preceding Number.

No. 152.

White.	*Black.*
1. Kt. to Q. Kt.'s third (check)	1. K. to Q.'s fourth
2. Q. to her B.'s fourth (check)	2. Kt. takes Q.
3. B. to K. B.'s third (CHECKMATE).	

* *From Le Palamède.*

No. 153.

White.	*Black.*
1. Kt. to Q.'s sixth, (discov. ch.)	1. K. to Q. R.'s fourth
2. B. to Q.'s second (check)	2. K. R. to Q. B.'s sixth
3. B. takes R. (check)	3. R. takes B.
4. Q. to her R.'s sixth (check)	4. K. takes Q.
5. R. to Q. R.'s fourth (CHECK-MATE).	

No. 154.

White.	*Black.*
1. Q. Kt. to Q. B.'s fourth (ch.)	1. K. to Kt.'s fourth
2. R. to B.'s fifth (check)	2. Q. takes R. or (A)
3. K. Kt. to Q.'s sixth (MATE).	

(A)

White.	*Black.*
	2. K. takes Kt.
3. R. to Q. B.'s fifth (MATE).	

No. 155.

White.	*Black.*
1. Q. Kt. P. two	1. K. to R.'s second
2. Q. to her B.'s eighth	2. K. to Kt.'s third
3. Q. to her Kt.'s eighth (MATE).	

No. 156.*

White.	*Black.*
1. Q. R. P. one	1. R. takes K. P.
2. B. to Q.'s sixth, and MATES next move.	

No. 157.

White.	*Black.*
1. Kt. takes Q. P. (check)	1. K. to his fourth
2. Q. takes R. (check)	2. K. takes Q.
3. R. takes B. (MATE).	

* Black's *Q. Kt.'s P.* must be omitted when setting up this problem.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our March Number.

No. 161.

White.	*Black.*
1. Q. R. to Q.'s third (check)	1. K. takes R. or (A)
2. Kt. to K.'s sixth	2. R. takes Kt. (*best*)
3. Kt. takes Q. Kt. P. (check)	3. K. to Q. B.'s seventh
4. Q. to her Kt.'s third (check)	4. K. to Q. B.'s eighth
5. B. to K. B.'s fourth	5. K. to Q. Kt.'s eighth
6. Kt. to Q.'s third (discov. ch.)	6. K. to Q. R.'s eighth
7. Q. to Kt.'s second (CHECKMATE).	

(A)

White.	*Black.*
1. R. to Q.'s third (check)	1. P. takes R. (discov. check)
2. K. Kt. to K.'s third (dis. ch.)	2. K. takes Kt. or (B)
3. Kt. takes Q. P. (check)	3. Q. takes Kt.
4. Q. to K. B.'s fourth (CHECKMATE).	

(B)

White.	*Black.*
1. R. to Q.'s third (check)	1. P. takes R. (discov. check)
2. K. Kt. to K.'s third (dis. ch.)	2. K. to his fourth
3. Q. to K. B.'s fourth (check)	3. K. takes Q.
4. Q. Kt. to K.'s sixth (double ch.)	4. K. takes K. Kt.
5. B. to K. B.'s fourth (CHECKMATE).	

No. 162.

White.	*Black.*
1. Q. to K. Kt.'s fifth (check)	1. K. to Kt.'s second (*best*)
2. Q. takes B. (check)	2. K. takes Q. (*best*)

White.	*Black.*
3. Kt. to K. B.'s fifth (dis. ch.)	3. K. to his fourth
4. P. takes Q. P. (check)	4. K. to Q.'s fourth
5. Kt. to K.'s third (check)	5. K. takes P.
6. R. to Q.'s sixth (check)	6. K. to his fourth
7. Kt. to Q. B.'s fourth (CHECKMATE).	

No. 163.

White.	*Black.*
1. Q. takes R. P. (check)	1. P. takes Q.
2. B. to K. B.'s third (check)	2. K. to R.'s second
3. R. to Q. Kt.'s seventh (check)	3. K. to R.'s square
4. R. to Q.'s seventh (dis. ch.)	4. K. to Kt.'s square
5. R. to Q.'s eighth (check)	5. K. to B.'s second, or (A)
6. Kt. to K.'s sixth (CHECKMATE).	

(A)

White.	*Black.*
	5. K. to R.'s second
6. R. to Q. R.'s eighth (CHECKMATE).	

No. 164.

White.	*Black.*
1. K. B. P. one (check)	1. P. takes P.
2. Q. Kt. to Q.'s sixth (check)	2. Q. takes Kt.
3. R. to K. B.'s fourth (check)	3. Q. takes R. or (A)
4. B. to Q.'s third (CHECKMATE).	

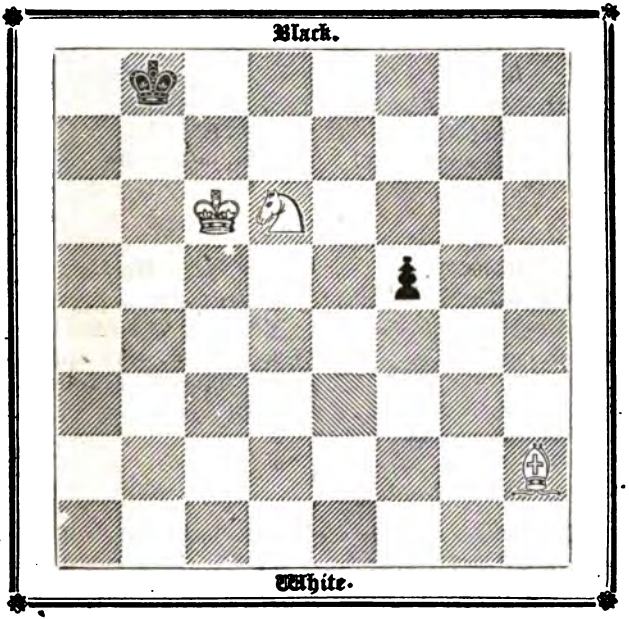
(A)

White.	*Black.*
	3. Kt. takes R.
4. Kt. to K. Kt.'s third (CHECKMATE).	

PROBLEM, No. 175.

By Herr Kling.

White to play first, and mate in six moves.



SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our last Number.

No. 168.

White.	*Black.*
1. Kt. to K. B.'s third (check)	1. K. to K.'s fourth
2. Kt. to Q.'s fourth	2. K. takes Kt. (*a*)
3. R. to K.'s fifth	3. P. one
4. K. to Q. B.'s second	4. P. one
5. Kt. MATES.	

(*a*) If Black advance his Pawn instead of taking the Knight, White must check with his Rook at King's fifth, and the position will be the same as above.

No. 169.

White.	*Black.*
1. R. to Q. B.'s second	1. K. to his fifth
2. K. to Q.'s sixth	2. K. takes Kt.
3. B. MATES.	

No. 170.

White.	*Black.*
1. R. to Q. B.'s sixth (check)	1. K. takes R.
2. Q. to her fifth (check)	2. K. takes Q.
3. B. to Q. Kt.'s seventh (ch.)	3. K. to Q.'s fifth
4. R. MATES.	

No. 171.

White.	*Black.*
1. Q. Kt. P. one	1. P. takes P., or (A)
2. K. to B.'s eighth	2. B. to Q.'s fourth
3. Q. R. P. one	3. B. to K. Kt.'s square, or a Pawn one square (*a*)
4. Q. R. P. becoming a Kt.	4. Moves as he can.
5. Kt. to Q. B.'s seventh	5.
6. Kt. to K.'s eighth	6.
7. Kt. MATES.	

(*a*) *If Black pushes on a Pawn at his third move, White still makes a Knight, and although the adverse Pawn becomes a Queen, the mate cannot be averted.*

(A)

White.	*Black.*
1. Q. Kt. P. one	1. B. to Q.'s fourth
2. Q. Kt. P. one	2. Q. Kt. P. one
3. K. Kt. P. one, becoming a Q. (check)	3. B. takes Q.
4. Q. Kt. P. queens	

And White mates in two moves.

No. 172.

White.	*Black.*
1. Q. to her B.'s eighth (check)	1. B. takes Q.
2. Kt. to K. B.'s seventh, (discovering check)	2. K. to Q. Kt.'s second
3. Kt. to Q.'s eighth (check)	3. K. to R.'s third
4. B. to Q. B.'s fourth, (double check, and MATE.)	

ELEMENTARY LESSONS,

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

Lesson Fourteenth.

ON THE KING'S BISHOP'S OPENING.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. Q. P. two

Black's second move is not a good one if properly answered, but the first player must be careful not take the Pawn with his Pawn, because in that case his opponent may play King's Knight to Bishop's third, or King's Bishop to Queen's Bishop's fourth, and will obtain a fine attack.

3. K. B. takes P.	3. K. Kt. to B.'s third
4. Q. Kt. to B.'s third	4. K. B. to Q. Kt.'s fifth
5. K. Kt. to K.'s second	5. Q. B. P. one.
6. K. B. to Q. Kt.'s third	6. Q. B. to K. Kt.'s fifth
7. Castles	7. K. B. takes Q. Kt.
8. Q. Kt. P. takes B.	8. B. to K. R.'s fourth
9. Q. P. one	

Having a good position, and a Pawn more than Black.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. Kt. to B.'s third

King's Knight to Bishop's third appears to us the best defence for the second player against the King's Bishop's opening. Many examples of the successful adoption of this defence, will be found in the fine series of games played between Messrs. Cochrane and Staunton. Lewis, Walker, and almost every other writer on Chess concur in deeming this move inferior to King's Bishop to Queen's Bishop's fourth, and recommend the opening player, in reply to it, to play either Queen's Pawn two squares, or King's Knight to Bishop's third;—with the assistance of Major Janisch's admirable work, and the games just referred to, we trust to show that in any case Black's move, with subsequent good play, will give at least an equal game to the second player.

In the first place.

3. Q. P. two	3. P. takes P.

Instead of taking the Pawn, Black may play his Queen's Bishop's

Pawn one square, and if White then take the King's Pawn, he can check with the Queen at her Rook's fourth, and then take the Pawn at King's fourth, having a good game.

White.	*Black.*
4. K. P. one	4. Q. P. two
5. B. to Q. Kt.'s fifth (check)	5. Q. B. P. one
6. Q. takes P.	6. Q. to R.'s fourth (check)
7. Q. Kt. to Q. second	7. Q. takes B.
8. P. takes Kt.	8. K. Kt.'s P. one

Black has the better game.

If at his sixth move White takes the Knight with his Pawn, the game may proceed thus :—

P. takes Kt.	*Q. to R.'s fourth (check)*
Q. B. P. one	*Q. takes B.*
Q. takes P.	*K. Kt. P. one*

Variation on White's 5th Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. Kt. to B.'s third
3. Q. P. two	3. P. takes P.
4. K. P. one	4. Q. P. two
5. K. B. to Q. Kt.'s third	5. Kt. to K.'s fifth
6. K. Kt. to K.'s second	6. Q. B. P. two
7. K. B. P. one	7. Kt. to his fourth
8. K. Kt. to B.'s fourth	8. Q. B. P. one
9. B. to Q. R.'s fourth (check)	9. Q. Kt. to B.'s third
10. B. takes Kt. (check)	10. P. takes B.
11. Q. takes P.	11. Kt. to K.'s third
12. Kt. takes Kt.	12. P. takes Kt.
13. Castles	13. Q. B. P. one
14. Q. to K. B. second	14. Q. P. one
15. K. B. P. one	15. Q. to her fourth

Black has the better game.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. Kt. to B.'s third

In the second place.

White.	*Black.*
3. K. Kt. to B.'s third	3. K. Kt. takes K. P.
4. Kt. takes K. P.	4. Q. P. two

In lieu of White's fourth move, Lewis and Walker direct him to play his Queen to King's second, which we shall examine in a Variation.

5. Q. to K.'s second	5. K. B. to Q. B.'s fourth

If White at his fifth move retire the Bishop to Queen's Knight's third, Black should play his Queen to King's Knight's fourth.

6. Q. P. one	6. B. takes P. (check)

M. Janisch thinks White's move of "Q. P. one" the best he can adopt at this point. Mr. Lewis recommends Castling, in which case the following moves are likely to occur :—

Castles	*Castles*
B. to Q. Kt.'s third	*R. to K.'s square*
Q. P. one	*Kt. takes K. B. P.*
R. takes Kt.	*B. takes R. (check)*
K. takes B.	*Q. to K. B.'s third (check)*

And Black has gained "the exchange" and a Pawn.

7. K. to B.'s square	7. B. to Q. Kt.'s third
8. B. to Q. Kt.'s third	8. Q. to K.'s second
9. B. takes Q. P.	9. Q. takes Kt.
10. Q. takes Kt.	10. Q. takes Q.
11. B. takes Q.	11. Castles

Black's game is preferable, owing to the disadvantageous position of the adverse King.

Variation on White's 4th Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. Kt. to B.'s third
3. K. Kt. to B.'s third	3. K. Kt. takes P.
4. Q. to K.'s second	4. Q. P. two
5. Q. P. one	5. P. takes B.
6. Q. takes Kt.	6. K. B. to Q.'s third
7. Q. takes P. at B.'s fourth	7. Castles

We prefer Black's game.

Another Variation on White's 4th Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. Kt. to B.'s third
3. K. Kt. to B.'s third	3. Kt. takes P.
4. Q. P. one	4. K. Kt. to Q. B.'s fourth

If, instead of this move, Black retreats the Knight to King's Bishop's third, he compromises his game—*ex. gr.*

	K. Kt. to B.'s third
Kt. takes P.	*Q. P. two*
B. to Q. Kt.'s third	*Q. B. P. two*
Q. B. P. one	*K. B. to Q.'s third*
Q. P. one	*Castles*
Castles	*Q. Kt. to B.'s third*
K. B. P. two	*Q. B. to K. B.'s fourth*
Q. B. to K.'s third	*P. takes P.*
P. takes P.	

White has the advantage in position.

5. Kt. takes P.	5. Q. P. two
6. B. to Q. Kt.'s third	6. Kt. takes B.
7. R. P. takes Kt.	7. Q. B. P. two

Black has the superior game.

CHESS IN THE EAST.

THE origin of the game of Chess has ever been with the learned a fertile subject of dispute; each author advancing his own theory as orthodox, though too frequently founded on a mere sand-pile. The cradle of man was, however, indisputably the East; and here, too, I believe, first rose the Chess star. This fact, at least, is generally allowed; though whether China or Persia, Arabia, or Hindostan, can justly claim the invention, is a question buried, as yet, in darkest night.

That Chess was altogether unknown to the ancient Greeks and Romans, has been incontestably proved. No traces of it exist in Herculaneum or Pompeii; and the Roman game, falsely called Chess, is shown to have been played with pebbles, moved in certain directions, upon an outlined arena, according to the falling of dice shaken in a network bag. Such game, in truth, appears to have been the origin of "Tables," or

"Backgammon." Indications of Chess exist in the hieroglyphics of deserted Egypt, and are also found amid the ruins of Luxor, Thebes, and Palmyra, dating far anterior to Roman knowledge and discovery. About 1825, M. Villot printed, in Paris, a learned attempt to trace Chess to the first Egyptian Astronomers.

Had Alexander met with Chess in his Indian and Persian expeditions, it would certainly have returned with him to Greece; and this alone is sufficient to show that it could not at that period have been known in those countries; at least as far as was penetrated by the son of Philip. It might, notwithstanding, have even then existed in China, or may have been invented in India subsequently to the Macedonian irruption. The former appears to me to be the more likely hypothesis, the Arabs and Persians owning they first received Chess from Hindostan.

China contains certain printed works on Chess of an astonishingly early origin; anterior even to Confucius. Printing, gunpowder, and many other inventions date from this extraordinary people. Dyeing in fine colours, and many other rare arts, are peculiar to the Chinese; and of these, several, they own to having themselves lost. Full light will be first thrown upon this interesting subject, when the British march as conquerors into Pekin—a consummation of the present state of things as sure, though remote, as the rolling of the tides of the sea, and an event so ardently to be desired by the advocates of humanity and civilization. Under the dominion of the Tartar chiefs, China has retrograded many centuries. The British Lion has now got one paw fixed in the Celestial Land, and the history of Hindostan points out what must be the result.

In Dr. Hyde's learned work, "De ludis orientalibus," much interesting matter presents itself regarding Chinese Chess, and modern writers have added little subsequently to Hyde's details. The Chinese do not use figures to represent the pieces, as we do, but play with small round men of similar and uniform size, flat like our draughts, the name of the piece being stamped upon each; the one half of the army in blue, the other in red, for the sake of distinguishing the adverse forces. I have been favoured by an eminent professor of the Chinese language (Mr. H——n) with a sight of one of these sets of men, as also with the loan of a huge volume printed in China, upon the subject of Chess; but of course to me utterly unintelligible. The book appears to contain an analysis of certain Chess games, illustrated with numerous diagrams, including, moreover, a vast number of practical positions relating to a game something resembling draughts, but played on a board of 324 squares, without the river which intersects the Chinese Chess-board. On this huge field of battle, the men are not placed on the squares, but on the lines or angles of the squares. The names of the men used in Chinese Chess, are the General, the Civil Magistrate, the Elephant, the Horse, the Cannon, the Carriage, and the Foot Soldier.

There is extant in the Chinese language a giant species of Cyclopædia,

or compendium of information, consisting of sixty-three large volumes, printed in the early part of the 17th century. The name of this work is San-tsae-too-hung. Under the section devoted to the arts (Jin-sze), it is therein stated that the Emperor Yaou, who reigned above two thousand years before Christ, invented an improved description of Chess, termed Wei-Ke; but which sport appears, from the plates accompanying the account, rather to resemble draughts than Chess. We learn (or rather I should say those who read Chinese *may* learn) from the same source, that the Emperor Woo-te of the Chow dynasty, (about 1100 *ante Christum*,) invented a sort of astronomical Chess, represented by certain stars and constellations, but that the present military game was composed by Tsin-Shun, in the 1st year, called Paou-Ying; that is, about the middle of the 8th century of our era. Chess, however, appears in China to have been well known in the 4th century before Christ, as Meng-tse, who ranks in the heavenly empire next to Confucius as a moral philosopher, introduces the game in a conversation with a King, to prove the necessity of his Majesty paying undivided attention to the affairs of his government. He says in illustration of this remark, "that if E-tsew (literally Chess-autumn) the most celebrated Chess player in the realm, had two scholars, one of whom paid exclusive attention to his instructions, while the other allowed his thoughts to roam on such things as shooting birds, their degrees of Chess skill would widely differ, though both endowed with equal talent." This passage, probably the most ancient in existence as regards Chess, may be found at length in Meng-tse, about the middle of the first of the chapters entitled "Kaow-tse."

The Moors first brought Chess into the South of Europe, but it also made early way in the North; having been much practised, even prior to the early crusades, in Norway, Iceland, and Sweden. It might have penetrated to this icy region from China, through Russia, overland; and in fact, at one period, during the past century, the Chinese variety of Chess was so popular in Russia, as for the time to supersede that species more universally practised in Europe. A sedentary recreation suits equally its Oriental originators, scorching beneath a vertical sun, as it does the but semi-thawed barbarians of "ultima Thule;" crouching, like bears in their dens, beneath the pressure of a six months' frost; and trimming their seal-blubber lamps during this long night of winter, in their dark and dreary underground habitations.

The enthusiasm of many of the ancient Eastern despots for Chess, can hardly be exaggerated. Upon this point, the student will consult with advantage Hyde, D'Herbelot, Freron, and others. The great Tamerlane was so fond of Chess, that he named his fourth son Schachrokh, because he was born on the day the monarch gave a particular checkmate with a Rook; and founded, for the same reason, the City of Schachrokhiah upon the river of Sihon or Jaxarte. The word "Rokh," in Persian, signified a military hero; and it will be presently seen that in ancient Chess, the

Rook surpassed in power every other piece; from which cause it was, and is, doubtless borne in so many heraldic coats of arms in Europe.

Throughout the East there exists a vast number of Chess manuscripts in the chief Oriental tongues; many of these are also to be found in the public libraries of our own quarter of the globe. Namik Pacha, when in London as the Sultan's Envoy, informed me they possessed a number of these in Constantinople, chiefly in Arabic. Many Chess Problems exist alike in early Eastern manuscripts, and in the first known practical Chess manuscripts in Europe. The printed collections of Vicent and Lucena, give several also common to Persia and Arabia. In like manner we find certain traditions equally in being in several countries. One of the most interesting episodes of the Odyssey occurs, in a less perfect form, in the tale of "Sindbad the Sailor;" and the antiquity of the latter over Homer is to me clearly proved by the fact that the Eastern narrator of the Cyclop's adventure omits several very curious incidents given in the Greek, and probably therefore superadded by the Bard of all time; since the rude sketch is more likely to claim priority in point of existence, than the finished painting. At the same time, the "Arabian Night's Stories" comprise several direct allusions to Chess; of which game Homer was evidently uninformed, and from this it might at first glance be inferred that the Greek was earlier in the field. But the collection of Eastern tales, called Arabian, are clearly tales of every time and country; mixed as to age, date and quality; and hence, although a great proportion of these may be more modern than Homer, others, as Sindbad, may date even further back. Were Lane, or De Sacy, or Galland, Chess-players, they would doubtless have thrown valuable light upon Oriental Chess.

The moves of the Chess pieces were very different in the olden time to what they are at present, as I am now about briefly to explain. In some parts of the East, even yet they retain the antique march of the men, though generally our own fashion is getting into vogue. It has ever seemed to me ridiculous to suppose, that Chess could be the invention of any one mind, except in a very rude form; subsequently shaped, during a succession of ages, into its present noble proportions; having been originally founded, like most other sports, on the primitive ideas of battle and plunder. The grand improvement of liberating the Chess Queen from the fetters she wore in her Eastern origin, is due to the gallantry of the Crusaders; who, in compliment to woman, changed the bearded Wezeer (*ferz*) into the blushing dame (*vierge*), and gave her the almost unrestricted powers she now wields upon the Chess-board, as upon life itself.

Intending to close this article (or rather sketch on which an interesting article might be founded), with half a dozen curious Chess problems, selected from an ancient Persian MS., I proceed to point out to the amateur what were the existing laws of the game under which these situations were framed, and by which alone they must be solved. The

pieces were placed at starting, as in the present time; except that King and Queen faced each other. Castling was unknown, and the Pawn could never move two squares; but these slight differences will hardly bear upon mere problems, though they should be kept in view.

The King, Knight, Rook, and Pawn moved, attacked, and took their foes as they now do; to Checkmate being equally the grand bent of either party.

The Queen's move was exceedingly restricted. She could only play one square at a time, diagonally, right or left, as the Pawn marches when it takes. The Queen could, however, play backwards or forwards. It is clear she could no more quit her colour, than can our Bishop; and at one time there was even this restriction superadded to her march, that she might never go beyond a certain distance from her King.

The Bishop (Fil, the Elephant,) possessed a definite and uniform power of moving, being a fixed leap of three squares inclusive, diagonally, backwards or forwards; the move bearing thus some affinity with the spring of the Knight. The Bishop leaped over the head of any piece in making its move. Of course it could never quit its original colour, and was of little value compared to its present rate of worth; since on a square adjoining the adverse King, it did not check. The Bishop was a favourite piece with the Orientals, it being frequently a condition of the game that the Mate must be given with that piece.

And now for our problems; some of which might be termed practical Chess stories.

First Chess Problem.

It is said that one of the ancient Kings of Persia had, in a fit of intoxication or folly, staked his favourite mistress, Dilaram (Heart's-ease), on a game of Chess. Checkmate was impending, and seemed, indeed, impossible to be averted; and the King, in his heart, cursed the fate which seemed about to tear him from his beloved. In this posture of affairs, Dilaram, who overlooked the progress of the game from behind the "Purdu" which concealed her presence, interposed and exclaimed—

"Shaha do r kh bidih, o' Dilaram va mudih
Peel o' Peeàdu paish Koŏn, o' Usp Kisht maut."

"O King, sacrifice your Rooks and save Dilaram,
Advance the Bishop and the Pawn, and the Knight gives Checkmate."

The following was the situation of the pieces, in which the King (White) followed the counsel of his beautiful slave, and won the game. It is requisite to add, that even by the strict law, bystanders were permitted, in Persia, to tender their advice. The fair Dilaram is recorded as having been one of the most skilful players that ever existed; and numerous Chess problems bear her name as their originator.

White.	*Black.*
K. at Q., Rooks at Q. R. and Q. R.'s fourth, B. at Q. R.'s third, Kt. at Q. Kt.'s fourth, Pawns at Q. Kt.'s sixth and Q. B.'s sixth	K. at Q. Kt., Rooks at K. Kt.'s seventh and K. R.'s sixth, P. at K. B.'s fifth

Black had other pieces, but their position is not indicated in the MS., as being irrelevant to the matter.

White plays thus:—

1. R. checks	1. K. takes R.
2. B. to Q. B. fifth (dis. check)	

This illustrates the move of the Bishop, which here leaps over Kt.

	2. King moves
3. R. checks	3. K. takes R.
4. P. checks, and then Kt. mates.	

I consider White's coup to be eminently beautiful. His escape from the checkmate of Rook seems at first sight impossible.

Second Chess Problem.

White.	*Black.*
K. at his fifth, R. at K. Kt.'s fifth, B. at K.'s third, Pawns at K.'s sixth and K. B.'s fifth	K. at his second, Rooks at Q.'s square and Q. B.'s fifth, B. at K. B., Knights at Q. Kt.'s sixth and Q. B.'s sixth

The White pieces in this game were played by the celebrated Adil, afterwards surnamed Shatir (Philidor); his adversary being the Wezeer Mihmundee, and it being stipulated that mate could only be given by either party with a Bishop. The Emperor Shah Jehan was present; and Adil, purposely to show his skill, had so contrived his play, as to produce the present situation; in which Black's force appears enormously preponderant. White, however, has the move, and forces a skilful mate. The Emperor, it is said, rewarded Adil with a heavy present of gold.

White plays thus:—

1. R. checks. With us, Bishop could take R., but of course not so according to the law of Persia.	1. K. moves
2. R. checks	2. K. takes R.
3. P. checks	3. K. retires
4. P. checks	4. K. to his second
5. Bishop gives checkmate.	

Third Chess Problem.

This situation is said to have occurred in play to Al Suli, who is renowned in Persian history as the greatest Chess professor of his time. A similar position exists in early European collections.

White.	*Black.*
King alone at K. R.'s square	K. at K. R.'s sixth, R. at Q. Kt.'s seventh, Kt. at Q. Kt.'s fifth, P. at K.'s fourth

Black to mate with the Pawn in four moves. I purposely omit the solution of this fine piece of Chess.

Fourth Chess Problem. By Said Katib.

White.	*Black.*
K. at his eighth, K. B. at its fifth, Pawns at K. B.'s sixth and K. R.'s sixth	King alone on his Kt.'s square

White undertakes to mate with a Pawn.

1. B. P. checks	1. K. to corner
2. P. queens	2. K. to Kt. This is not going into check of Queen, according to Persian law.
3. K. to his seventh	3. K. to corner
4. Q. checks. (This she can only do on Kt.'s seventh)	4. K. to Kt.
5. B. to Q.'s third	5. K. to R.'s second
6. K. to B.'s sixth	6. K. to Kt.
7. K. to his sixth	7. K. to R.'s second
8. K. to his B.'s fifth	8. K. to Kt.
9. K. to B.'s sixth	9. K. to R.'s second
10. B. checks by leaping to K. B.'s fifth, and P. mates.	

Fifth Problem. By Uhmud Bugdadee.

White.	*Black.*
K. at his B.'s seventh, Q. at K. B.'s sixth, K. R. at home, Pawns at K. R.'s sixth and Q. Kt.'s fifth	K. at K. R.'s corner, Kt. at Q. R.'s corner, Pawns at K. R.'s second and Q. Kt.'s third.

White to mate in four moves with a Pawn.

1. R. to K.	1. Kt. moves (must)
2. R. checks	2. Kt. takes R.
3. Q. checks at K. Kt.'s seventh, and on being captured, White takes Kt. with P., giving checkmate.	

SIXTH PROBLEM; called DILARAM'S LEGACY.

White.	*Black.*
K. at Q. B.'s third, Q. at her B.'s fourth, B. at K.'s third, Knights at K. B.'s third and K. Kt.'s third	All the pieces as placed on beginning the game

A curious story accompanies this Problem;—forming in the original a species of poem; running thus:—

First Verse.

A fatal epidemic having raged for some days in the camp of the White King, has swept off the whole of his army, saving his Minister (Queen), his two Knights, and a single Elephant (Bishop), which are left as shown. Resistance to the Dark ones being vain, his Pale Majesty, with these few attendants, approaches the Black King's line, to beg for clemency and quarter. White's Knights advance, bearing the royal message, to the King's and King's Bishop's fifth squares.

(*Here you play the White Knights accordingly.*)

Second Verse.

The Swarthy Monarch commands his Minister to proceed to the White King's tent, and conduct the suppliant foe into his presence.

Third Verse.

The wily Wezeer pleads indisposition, and delegates his Elephant's and Knight's Pawns to depart for that purpose one square each. The Pawns reply, "We hear and we obey."

(*Black's Q. B. P. and Q. Kt. P. advance one square each.*)

Fourth Verse.

His Sable Majesty, despising the cold-hearted circumspection of the Wezeer, and enraged at his disobedience, with a single blow of his polished handjar lays him dead at his feet. The bleeding corpse of the Minister is borne off from the royal presence.

(*Here remove Black's Queen altogether from the board.*)

Fifth Verse.

This tyrannical and intemperate act coming to the ears of the White King, impresses him with an unfavourable opinion of his rival's clemency and judgment. He disdains any longer to sue for mercy he can hardly expect to find; and prefers an honourable death to the chances of submission. The Pale one awaits the approach of night, when he resolves to attempt by stratagem, what he cannot hope to attain by open force. There are times when the fox can snare the lion. Summoning his two faithful Knights, he imparts his instructions; and points out to them a

method, by which, in the hour of midnight darkness, they may make a dash upon Black's camp, and carry off the Sable King prisoner, before his guards can take the alarm. The Knights vow obedience by the eye and the head! by the fire and the burning light!

Sixth Verse.

White. The K. Kt. surprises the Black K. Kt. P. asleep on his post; strikes off his head, and checks the Sable King. (*Play Knight accordingly; the remaining moves speak for themselves.*)

Black. King retires to his Minister's square.

Seventh Verse.

W. Q. Kt. takes K. B. P. (check)

B. K. to B.'s second.

Eighth Verse.

W. K. Kt. checks at adverse K.'s square.

B. K. moves to Kt.'s second.

Ninth Verse.

W. Q. Kt. checks at adverse Q.'s square.

B. K. to R.'s third.

Tenth Verse.

W. K. Kt. gives check.

B. K. again forcedly moves.

Eleventh Verse.

W. Q. Kt. checks.

B. K. to his Q. R.'s fifth.

Twelfth Verse.

W. Q. checks at her Kt.'s third.

B. K. to R.'s sixth.

Thirteenth Verse.

The White King addresses his foe, now completely in his power:—

"O King, observe the fruits of haughty and ignorant pride, and learn that none may avert the workings of Destiny, and the will of Allah.

"Thy Wezeer disdained to bring me into the shadow of thy presence; my own faithful Minister casts thee down at my feet.

"Thy troops slumbered on their arms, in the intoxication of certain victory; my gallant Knights eluded their vigilance, and have made them eat the dirt of the camel and of the swine."

Then the Pale King commanded the unfortunate Monarch of the Blacks to be trampled to death under the feet of his Elephant, who executes the orders of his lord at his own square. (*Bishop mates.*)

London, May, 1843. GEORGE WALKER.

GAME DLXXIX.

Between M. St. Amant and Mr. St——n.

Black. (Mr. St—n.)	*White.* (M. St. Amant.)
1. Q. P. two	1. K. B. P. two
2. Q. B. P. two	2. Q. B. P. one
3. Q. Kt. to B. third	3. K. P. one
4. Q. B. to K. B. fourth	4. Q. P. two
5. K. P. one	5. K. Kt. to B. third
6. K. Kt. to B. third	6. K. B. to K. second
7. K. B. to K. second	7. Castles
8. Castles	8. K. B. to Q. third
9. K. Kt. to K. fifth	9. Q. P. takes P.
10. K. B. takes P.	10. K. Kt. to Q. fourth
11. B. to K. Kt. third	11. B. takes Kt.
12. B. takes B.	12. Q. Kt. to Q. second
13. Q. B. to K. Kt. third	13. Q. Kt. to his third
14. K. B. to Q. Kt. third	14. K. R. P. one
15. Q. R. P. one	15. Q. to K. second
16. Q. R. to Q. B. square	16. Q. B. to Q. second
17. Kt. takes Kt.	17. Kt. takes Kt.
18. B. takes Kt.	18. K. P. takes B. (*a*)
19. B. to K. fifth	19. K. to R. second
20. K. B. P. two (*b*)	20. Q. R. P. one (*c*)
21. R. to K. B. third	21. K. R. to B. second
22. K. R. to Kt. third	22. Q. R. to K. Kt. square
23. Q. to K. R. fifth	23. Q. to K. third
24. Q. R. to K. B. square	24. B. to K. square (*d*)
25. Q. to K. R. fourth	25. Q. to K. second
26. K. R. to Kt. fifth	26. Q. to K. third
27. Q. R. to K. B. third	27. K. R. to Q. second
28. Q. to K. R. third	28. K. R. to K. B. second
29. Q. R. to Kt. third	29. Q. Kt. P. one
30. Q. to R. fifth	30. K. R. to Q. Kt. second
31. Q. to R. fourth	31. R. to K. B. second
32. Q. to R. third (*e*)	32. Q. B. P. one
33. P. takes P.	33. P. takes P.
34. K. R. to his fifth	34. Q. P. one
35. P. takes P.	35. P. takes P.
36. K. R. to Kt. fifth	36. Q. to her B. square
37. Q. R. to K. B. third	37. B. to Q. Kt. fourth
38. K. to B. second	38. Q. to B. seventh (check)
39. K. to Kt. third	39. B. to K. seventh
40. B. takes Q. P.	40. B. takes R.
41. P. takes B.	41. K. Kt. P. one
42. K. to R. fourth	42. Q. to her seventh

Black. (Mr. St—n.)	*White.* (M. St. Amant.)
43. B. to K. fifth	43. Q. to her square
44. K. to Kt. third	44. Q. to her eighth
45. K. to R. fourth	45. Q. to K. eighth (check)
46. R. to K. Kt. third	46. Q. to her seventh
47. Q. to Kt. second	47. Q. to her square (check)
48. K. to R. third	48. K. R. to Q. second
49. Q. to her B. second	49. Q. to her Kt. third
50. Q. R. P. one	50. Q. to K. third
51. R. to K. Kt. square	51. K. Kt. P. one
52. R. to Q. B. square	52. Kt. P. one (check)
53. K. to Kt. third	53. P. takes P. (disc. check)
54. K. takes P.	54. Q. to K. Kt. third
55. K. to his third	55. Q. to K. Kt. fifth
56. R. to K. B. square	56. Q. R. to Q. square

AND AFTER A FEW MORE MOVES, BLACK RESIGNED.

Notes to Game DLXXIX.

(*a*) If he had taken the Bishop with the other Pawn, he would have opened a passage for the adverse Rook.

(*b*) The opening of this game is all in favour of Black, and his position now apparently impregnable.

(*c*) Feebly played.

(*d*) Had White attempted to drive back the Queen by playing his King's Knight's Pawn one square, he would have been mated in two moves.

(*e*) The timidity, so foreign to his usual style of play, which Mr. S. exhibits here, as in many other parts of the present contest, when he had a decisive advantage at his command, is undoubtedly attributable to the ill state of his health. At this point, by playing his Rook to King's Knight's sixth, he must have secured the game.

Black.	*White.*
32. R. to K. Kt.'s sixth	32. Q. takes R. or (A)
33. R. takes Q.	33. K. takes R.
34. Q. to her eighth, &c.	

(A)

Black.	*White.*
	32. R. to K. B.'s third
33. R. takes R.	33. P. takes R.
34. R. takes R.	34. K. takes R. or (B)
35. Q. takes K. R. P., &c.	

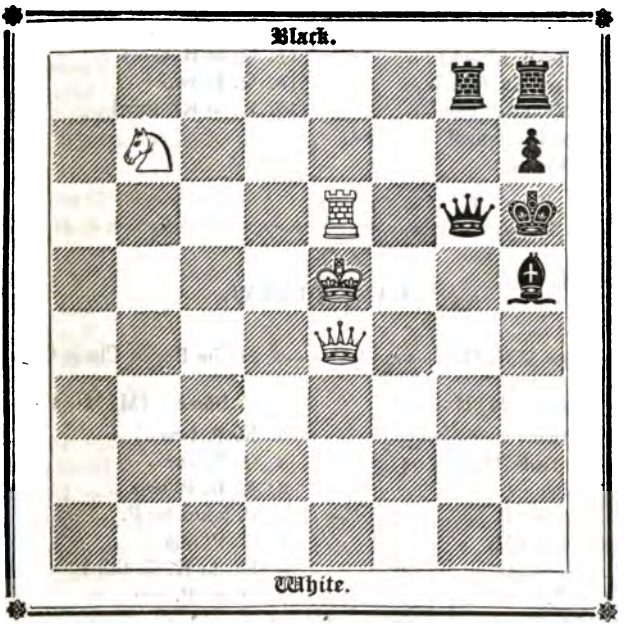
(B)

Black.	*White.*
	34. Q. takes R.
35. Q. takes P. at K. B.'s sixth, &c.	

PROBLEM, No. 176.

By —— SCHMIDT.

White, playing first, mates in five moves.



GAME DLXXX.

Between VON HEYDEBRANT and VON D. G——.

For the three following Games we are indebted to our esteemed contributor, Von Heydebrant ud Laza, of Berlin.

White. (VON H—T.)	*Black.* (VON D. G—.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. Kt. to K. B. third	3. K. B. to K. second
4. K. B. to Q. B. fourth	4. B. to K. R. fifth (check)
5. K. Kt. P. one	5. P. takes P.
6. Castles	6. P. takes R. P. (check)
7. K. to R. square	7. B. to K. B. third
8. Kt. to K. fifth	8. B. takes Kt.

White. (Von H—t.)	*Black.* (Von D. G—.)
9. Q. to K. R. fifth	9. Q. to K. second
10. R. takes K. B. P.	10. Q. to her B. fourth
11. R. to B. eighth (double ch.)	11. K. to his second
12. Q. P. two	12. Q. takes P.
13. Q. B. to K. Kt. fifth (check)	13. Kt. to K. B. third
14. B. takes Kt. (check)	14. P. takes B.
15. Q. to K. B. seventh (check)	15. K. to Q. third
16. Q. Kt. to B. third	16. R. takes R.
17. Q. takes R. (check)	17. Q. to B. third
18. Q. to her Kt. fourth	18. Q. P. two
19. B. to Kt. fifth (check)	19. K. to Kt. third
20. Kt. to R. fourth (CHECK-MATE).	

GAME DLXXXI.

Between MM. H——n and M——t, of the Berlin Chess Club.

White. (M. H—n.)	*Black.* (M. M—t.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. P. one
3. Q. P. two	3. K. B. P. two
4. P. takes K. P.	4. P. takes K. P.
5. Kt. to his fifth	5. Q. P. one
6. P. to K. sixth	6. Kt. to K. R. third
7. Q. B. P. two	7. Q. B. P. one
8. P. takes P.	8. Q. takes P.
9. Q. takes Q.	9. P. takes Q.
10. Q. Kt. to B. third	10. K. B. to Q. Kt. fifth
11. B. to Q. second	11. B. takes Kt.
12. B. takes B.	12. Castles
13. Castles on Q.'s side.	13. R. to K. B. fourth
14. P. to K. seventh	14. B. to Q. second
15. Kt. to K. sixth	15. Q. Kt. to B. third
16. Kt. to Q. B. seventh	16. Q. R. to Q. B. square
17. Kt. takes Q. P.	17. B. to K. third
18. B. to Q. B. fourth	18. Kt. to Q. R. fourth
19. Kt. to K. B. sixth (check)	19. K. R. takes Kt.
20. R. to Q. eighth (check)	20. K. R. to B. square
21. P. takes R., becomes a Queen, and gives MATE.	

GAME DLXXXII.

Between the same Players.

Black. (M. H—N.)	*White.* (M. M—T.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. P. two
3. Kt. to K. B. third	3. P. takes P.
4. Kt. takes P.	4. Q. P. two
5. Q. checks	5. K. Kt. P. one
6. Kt. takes P.	6. K. Kt. to B. third
7. Q. to K. fifth (check)	7. B. to K. second
8. Kt. takes B.	8. Q. takes Kt.
9. Q. takes Q. (check)	9. K. takes Q.
10. B. to Q. Kt. third	10. K. R. to Kt. square
11. Q. Kt. to B. third	11. Q. B. P. one
12. K. Kt. P. one	12. Q. B. to K. R. sixth
13. Q. P. one	13. P. takes P.
14. P. takes P.	14. Q. Kt. to Q. second
15. Q. B. to K. third	15. B. to K. Kt. seventh
16. K. R. to Kt. square	16. B. to K. B. sixth
17. K. R. P. one	17. Q. B. P. one
18. B. to Q. square	18. B. takes B.
19. Kt. takes B.	19. Q. P. one
20. B. to Q. second	20. Q. Kt. to K. fourth
21. K. to his second	21. K. Kt. to R. fourth
22. K. Kt. P. one	22. Q. R. to K. B. square
23. Q. Kt. P. two	23. Q. Kt. to B. sixth
24. K. R. to B. square	24. Kt. takes B.
25. K. takes Kt.	25. Kt. to K. B. fifth
26. P. takes P.	26. Kt. takes K. R. P.
27. Q. R. to Kt. square	27. Q. R. to Q. Kt. square
28. K. R. to his square	28. Kt. to his fourth
29. K. B. P. two	29. Kt. to B. second
30. Kt. to K. B. second	30. K. R. P. one
31. K. R. to K. square (check)	31. K. to Q. second
32. K. R. to K. fourth	32. K. to Q. B. third
33. K. R. takes P.	33. K. takes P.
34. K. R. to Q. seventh	34. Kt. to Q. third
35. Q. R. to B. square (check)	35. K. to Q. fourth
36. Kt. to K. fourth	36. K. R. to Q. square
37. Q. R. to B. seventh	37. Q. R. P. two
38. Q. R. takes Kt. P.	

AND WHITE RESIGNED.

GAME DLXXXIII.

Between Messrs. G——LLE and W——LL, two of the most promising Amateurs in the St. George's Chess Club.

Black. (Mr. G—.)	*White.* (Mr. W—.)
1. K. P. two	1. Q. B. P. two
2. Q. Kt. P. two	2. Q. Kt. P. one
3. P. takes P.	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. P. one
5. Q. to K. second	5. Q. Kt. to B. third
6. K. Kt. to B. third	6. K. Kt. to K. second
7. Q. P. one	7. K. Kt. to his third
8. Castles	8. B. to K. second
9. Q. B. to Kt. second	9. Castles
10. Q. Kt. to Q. second	10. Q. P. one (*a*)
11. K. R. P. one	11. K. to R. square (*b*)
12. Kt. to K. R. second	12. K. B. P. two
13. P. takes P.	13. R. takes P.
14. B. takes K. P.	14. K. Kt. to K. B. fifth
15. Q. to K. fourth (*c*)	15. Q. B. takes B.
16. Q. takes Q. Kt.	16. B. to Q. fourth
17. Q. to her R. fourth	17. B. takes K. Kt. P.
18. K. R. to K. square	18. B. to Q. Kt. second
19. R. to K. third	19. R. checks
20. K. to B. square	20. Kt. takes K. R. P.
21. Q. Kt. to K. B. third (*d*)	21. Q. to K. B. square
22. K. to his square	22. R. to K. Kt. seventh
23. Q. to her seventh	23. R. takes Kt.
24. Q. takes Q. B.	24. R. to his eighth (check)
25. K. to his second	25. Kt. to B. fifth (check)
26. K. to Q. second	26. R. takes R.
27. B. takes R.	27. R. to K. square
28. Q. to her seventh	28. Kt. to Q. fourth
29. R. to K. fourth	29. R. to Q. square
30. Q. to K. sixth	30. Q. takes Kt.
31. Q. takes Kt.	31. Q. takes B. P. (check)
32. R. to K. second	32. Q. to B. fifth (check)
33. K. to Q. square	33. B. to K. Kt. fourth
34. B. to Kt. second	34. R. to K. B. square
35. Q. B. P. two	35. K. R. P. one
36. K. to Q. B. second	36. B. to K. B. third
37. B. to Q. B. square	37. Q. to her fifth
38. Q. to K. B. fifth	38. Q. to her B. sixth (check)
39. K. to Q. square	39. B. to K. second
40. Q. to K. R. third	40. Q. to K. B. third

Black. (Mr. G—.)	*White.* (Mr. W—.)
41. K. to Q. B. second	41. B. to Q. square
42. B. to Kt. second	42. Q. to K. R. fifth
43. Q. to her seventh	43. Q. to K. Kt. sixth
44. Q. takes Q. R. P. (*e*)	44. R. to K. B. seventh
45. Q. takes K. Kt. P. (check)	45. Q. takes Q.
46. B. takes Q. (check)	46. K. takes B.
47. R. takes R.	47. K. R. P. one
48. R. to K. R. second	48. K. to Kt. third
49. K. to Q. second	49. K. to Kt. fourth
50. K. to his third	50. K. to Kt. fifth
51. K. to B. second	51. K. R. P. one
52. K. to Kt. second	52. K. to B. fifth
53. R. to K. R. third	53. K. to his fourth
54. K. to B. third	54. K. to Q. fifth
55. K. to his second	55. K. to Q. B. sixth
56. K. to Q. square	56. B. to K. Kt. fourth
57. R. to K. B. third	57. B. to Q. square
58. K. to his second	58. K. to Q. Kt. seventh
59. R. to B. eighth	59. B. to Q. R. fourth
60. R. to Q. R. eighth, and WINS.	

Notes to Game DLXXXIII.

(*a*) We should have preferred playing this Pawn two squares.

(*b*) King's Pawn one step, with the view to plant the Knight at King's Bishop's fifth, would perhaps have been a better move.

(*c*) He might with advantage, we believe, have played his Queen to King's Knight's fourth.

(*d*) If Black had taken the Knight, he would evidently have lost "the exchange."

(*e*) Black now overlooked an obvious way of winning: he should have moved his Rook to King's eighth; and then White, play as he could, must have lost a piece.

GAME DLXXXIV.

Between Messrs. BUCKLE and STAUNTON, the latter giving the Pawn and move.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. B—.)	*White.* (Mr. ST—N.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two

Black. (Mr. B—.)	*White.* (Mr. S—.)
3. K. P. one	3. B. to K. B. fourth
4. K. Kt. P. two	4. B. to K. Kt. third
5. K. R. P. two	5. K. P. one
6. K. R. P. one	6. B. to K. B. second
7. K. B. P. two	7. K. Kt. P. one
8. R. P. takes P.	8. B. takes P.
9. B. to Q. third	9. B. takes B.
10. Q. takes B.	10. Kt. to K. R. third
11. K. B. P. one	11. Kt. takes Kt. P.
12. Q. to K. R. third	12. K. R. P. two
13. P. takes P.	13. Q. to K. second
14. Kt. to K. second	14. Q. takes P.
15. Kt. to K. B. fourth	15. Q. to B. fourth
16. Kt. takes K. R. P.	16. Castles
17. Q. B. P. one	17. Q. to K. fifth (check)
18. K. to Q. square (*a*)	18. Q. takes R. (check)

AND BLACK RESIGNED.

Note to Game DLXXXIV.

(*a*) "K. to B. square," would have been equally fatal.

GAME DLXXXV.

Played in Paris between M. KIESERITZKI, of the Cercle des Echecs, and Mr. BUCKLE, an English Amateur of great skill, the former giving the Pawn and move.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. B—.)	*White.* (M. K—.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. K. P. two
3. Q. P. one	3. Q. Kt. to K. second
4. Q. B. to K. Kt. fifth	4. K. Kt. to B. third
5. B. takes Kt.	5. P. takes B.
6. Q. checks	6. Kt. to K. Kt. third
7. K. Kt. to B. third	7. Q. to K. second
8. Q. P. one	8. Q. to B. second
9. P. takes P.	9. K. B. to Q. B. fourth
10. Q. Kt. to Q. second	10. Q. P. one
11. K. B. checks	11. Q. B. to Q. second
12. Q. to K. B. fourth (*a*)	12. K. R. to B. square (*b*)

Black. (Mr. B—.)	*White.* (M. K—.)
13. Castles on Q.'s side	13. Q. R. P. one
14. B. takes B. (check)	14. Q. takes B.
15. Q. Kt. to B. fourth	15. Q. R. to Q. B. square (*c*)
16. Q. R. to Q. fifth	16. K. Kt. to K. second
17. Q. to K. R. fifth (check)	17. K. R. to B. second
18. Q. R. takes B.	18. P. takes R.
19. R. to Q. square	19. Q. to K. third
20. Kt. to Q. sixth (check)	20. K. to B. square
21. Kt. takes Q. R.	21. Kt. takes Kt.
22. Q. to R. sixth (check)	22. R. to Kt. second
23. R. to Q. eighth (check)	23. K. to B. second
24. Q. to R. fifth (check)	24. R. to Kt. third
25. Q. takes R. P. (check)	25. R. to Kt. second
26. Q. to R. fifth (check)	26. R. to Kt. third
27. R. takes Kt.	27. Q. takes R.
28. Kt. to K. R. fourth	28. Q. to K. Kt. square
29. Q. takes R. (check)	29. Q. takes Q.
30. Kt. takes Q.	30. K. takes Kt.
31. P. to Q. B. eighth, becoming a Queen	

AND WHITE RESIGNED.

Notes to Game DLXXXV.

(*a*) The opening, and indeed the whole of this game, is remarkably well played by Black.

(*b*) If White had taken the Bishop, his opponent would have gained at least the exchange by "Queening" his Pawn.

(*c*) He would have lost a Pawn by exchanging Queens.

GAME DLXXXVI.

Between Messrs. WILLIAMS and B——E, of Bristol, the former giving the Pawn and two moves.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. B—E.)	*White.* (Mr. WILLIAMS.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. K. P. one	4. K. Kt. P. one
5. Q. to Kt. fourth	5. Kt. to K. second

Black. (B—E.)	*White.* (Mr. WILLIAMS.)
6. Q. B. P. one	6. P. takes P.
7. P. takes P.	7. Q. Kt. to B. third
8. K. R. P. two	8. Q. Kt. to his fifth
9. B. to K. fourth	9. Q. P. two
10. P. takes P. *en passant*	10. Q. takes P.
11. K. Kt. to K. second (*a*)	11. K. P. one
12. Q. to K. Kt. third	12. Q. B. to K. B. fourth
13. P. takes P.	13. Kt. to Q. sixth (check)
14. B. takes Kt.	14. Q. takes B.
15. Q. B. to K. third	15. Kt. to Q. fourth
16. Q. Kt. to B. third	16. Kt. takes B.
17. P. takes Kt.	17. K. B. to Q. B. fourth
18. P. to K. fourth	18. B. takes P.
19. Q. takes Q.	19. B. takes Q.
20. K. Kt. to B. fourth	20. Q. B. to his fifth
21. Q. Kt. to K. fourth	21. K. B. to Kt. fifth (check)
22. K. to B. second	22. Castles on K. side
23. K. to Kt. third	23. Q. R. to Q. square
24. Kt. to B. sixth (check)	24. R. takes Kt.
25. P. takes R.	25. K. B. to Q. third
26. K. to Kt. fourth	26. K. R. P. two (check)
27. K. to Kt. fifth	

AND WHITE THEN GAVE MATE IN THREE MOVES.

Note to Game DLXXXVI.

(*a*) But for this move, White would have taken the Queen's Pawn, notwithstanding Black's threatened check with his Bishop at King's Knight's sixth.

GAME DLXXXVII.

Between Messrs. STAUNTON and BUCKLE, the former giving the odds of Pawn and move.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. B—.)	*White.* (Mr. ST—N.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. to K. third
4. K. Kt. to B. third	4. Q. B. to K. Kt. fifth

Black. (Mr. B—.)	*White.* (Mr. St—n.)
5. Q. B. to K. third	5. K. P. one
6. K. B. to Q. third	6. Q. to K. second
7. Q. Kt. to Q. second	7. K. Kt. P. one
8. K. R. P. one	8. B. takes Kt.
9. Kt. takes B.	9. B. to R. third
10. Q. to her second	10. B. takes B.
11. Q. takes B.	11. Q. checks
12. Q. B. P. one	12. Q. takes Kt. P.
13. Castles	13. Q. to her R. sixth
14. Kt. to K. Kt. fifth	14. Q. to K. second
15. B. to K. second	15. K. Kt. to R. third
16. Q. to her second (*a*)	16. K. Kt. to B. fourth
17. Q. R. to Kt. square	17. Q. Kt. P. one
18. B. to Q. Kt. fifth	18. Q. to her second
19. Q. B. P. one	19. Q. R. P. one
20. P. takes Q. P.	20. P. takes B.
21. P. takes Kt.	21. Q. takes Q. B. P.
22. Q. to K. B. fourth	22. Q. R. to his fifth (*b*)
23. K. R. to Q. square	23. Castles
24. Kt. to K. fourth	24. K. to Kt. second
25. Kt. to B. sixth	25. Q. R. to B. fifth (*c*)
26. K. R. P. one	26. Kt. to K. second
27. Q. to Kt. fifth	27. Kt. to Q. fourth
28. Kt. to Kt. fourth	28. Kt. to K. B. fifth
29. Q. P. one	29. Kt. takes P. (*d*)
30. Q. to R. sixth (check)	30. K. to Kt. square
31. Kt. to B. sixth (check)	31. R. takes Kt.
32. P. takes R.	32. Kt. takes P.
33. R. checks	33. Kt. to K. square
34. Q. R. to Q. square	34. R. to K. Kt. fifth
35. K. Kt. P. one	35. R. to Q. B. fifth
36. K. R. to Q. seventh, and WINS.	

Notes to Game DLXXXVII.

(*a*) Black would have lost a piece by taking the King's Pawn with his Knight.

(*b*) From this point, White, having recovered the Pawn, with a position at least equal to his opponent's, ought we think to have won the game.

(*c*) This and the preceding move of White are feebly played.

(*d*) If White had taken the Pawn with Pawn instead of with the Knight, he would have had the better game; *ex. gr.*

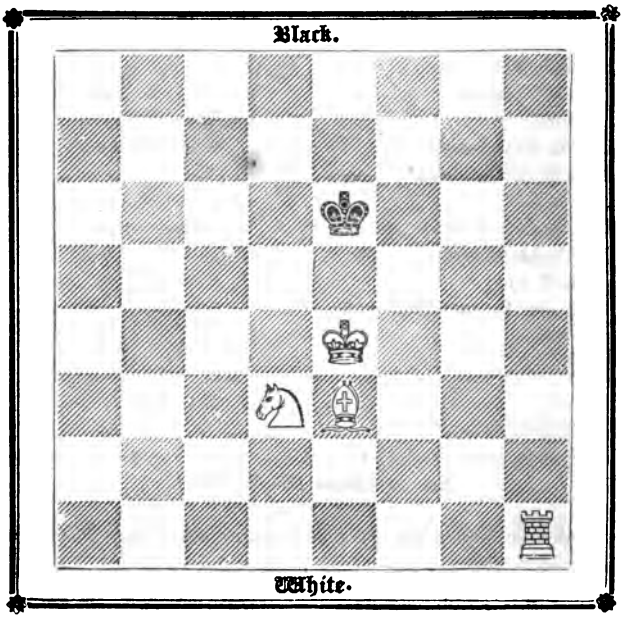
Black.	*White.*
	P. takes P.
Q. to R.'s sixth (check)	K. to Kt.'s square
Kt. checks	R. takes Kt.
P. takes R.	Q. takes P.

And White from the number and position of his Pawns, has more than an equivalent for the lost "exchange."

PROBLEM, No. 177.

By MANTEUFEL.

White, playing first, mates in seven moves, without moving his King.



GAME DLXXXVIII.

Between the same Antagonists.

(Remove White's King's Bishop's Pawn from the board.)

Black. (Mr. B—.)	*White.* (Mr. St—n.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. to K. third
4. K. Kt. to B. third	4. B. to K. Kt. fifth
5. Q. B. to K. third	5. K. P. one
6. K. B. to Q. third	6. K. Kt. to K. second
7. Q. B. P. one	7. K. Kt. to B. fourth
8. K. R. P. one	8. Kt. takes B.
9. P. takes Kt.	9. B. to K. R. fourth
10. Q. Kt. to Q. second	10. B. to K. second
11. Castles	11. B. to K. Kt. fourth
12. Q. to K. second	12. Castles
13. Q. R. to K. square (*a*)	13. B. to K. R. fifth
14. Q. R. to Q. square	14. B. to K. Kt. sixth
15. P. to K. fourth	15. Kt. to K. second
16. P. takes P.	16. Kt. takes P. (*b*)
17. Q. Kt. to K. fourth	17. B. to K. B. fifth
18. Q. Kt. to Q. B. fifth	18. Q. to K. second
19. B. to Q. B. fourth (*c*)	19. Q. B. P. one
20. B. takes Kt.	20. Q. B. P. takes B.
21. Q. Kt. to Q. third	21. B. to K. Kt. sixth
22. Q. to K. third	22. R. to K. B. fourth
23. R. to Q. B. square	23. Q. R. to K. B. square
24. K. Kt. to Q. second	24. B. to K. R. fifth
25. R. takes R. (*d*)	25. R. takes R.
26. R. to K. B. square	26. B. to K. Kt. fourth
27. Q. to K. square	27. Q. to K. B. second
28. R. takes R.	28. Q. takes R.
29. Kt. to K. B. second	29. Q. to her B. seventh (*e*)
30. Kt. to Q. Kt. third	30. Q. takes Kt. P.
31. Kt. to Q. B. fifth	31. B. to K. B. second (*f*)
32. Kt. from B. second to Q. third	32. Q. to her seventh
33. K. to B. square	33. Q. Kt. P. one
34. Q. takes Q.	34. B. takes Q.
35. Kt. to Q. R. fourth	35. B. to K. square
36. K. to his second	36. B. to K. Kt. fourth
37. Kt. from R. fourth to Kt. second	37. B. to Q. Kt. fourth
38. K. to his square	38. B. to R. fifth (check)
39. K. to Q. second	39. K. to B. second
40. Q. R. P. two	40. B. to Q. R. third

Black. (Mr. B—.)	*White.* (Mr. St—n.)
41. Kt. to K. B. fourth	41. B. to K. Kt. fourth
42. K. Kt. P. one	42. K. to his square
43. Q. B. P. one	43. P. takes P.
44. K. to Q. B. third	44. B. takes Kt.
45. P. takes B.	45. Q. Kt. P. one (*g*)
46. P. takes P.	46. B. takes P.
47. Kt. takes P.	47. B. takes Kt.
48. K. takes B.	48. K. to Q. second
49. K. to B. fifth	49. K. to Q. B. second
50. Q. P. one	

AND AFTER A FEW MOVES, WHITE RESIGNED.

Notes to Game DLXXXVIII.

(*a*) Lost time.

(*b*) If White had taken this Pawn with the King's Pawn, Black would at once have relieved himself from all constraint by taking the King's Rook's Pawn checking, and then playing Knight to King's Knight fifth.

(*c*) This part of the game is cleverly played by Black.

(*d*) It would have been weak play to have thrown forward the King's Knight's Pawn.

(*e*) In his ordinary play, White must have won without much difficulty from this point.

(*f*) King to Bishop's second, would have been better play.

(*g*) If instead of this heedless move, White had simply played his King to Queen's second, he might have won the game by force.

PROBLEMS FOR YOUNG PLAYERS.

By M. Loquin.

No. 162.

White.	*Black.*
K. at his R.'s square	K. at Q. B.'s fourth
Q. at her R.'s fourth	Q. at K. Kt.'s second
R. at K.'s square	R. at K. Kt.'s third
B. at K.'s second	R. at Q.'s third
Kt. at Q.'s second	B. at Q. Kt.'s third
Pawns at K. R.'s second, and K. Kt.'s second	Kt. at K.'s fourth
	Pawn at Q. R.'s third

White, playing first, mates in three moves.

No. 163.

White.	*Black.*
K. at his R.'s seventh	K. at Q. R.'s third
Q. at her B.'s eighth	Q. at K. Kt.'s eighth
R. at K. R.'s fourth	R. at K. R.'s sixth
B. at K. R.'s sixth	R. at Q. R.'s sixth
Kt. at Q. Kt.'s seventh	B. at K. R.'s eighth
	Pawns at Q. B.'s second, and Q. Kt.'s third

White to play, and mate in five moves.

The Solutions to the two preceding Problems, will be found at pages 171 and 172 of the previous Number, having been mistakingly inserted by the Printer in place of the Solutions to Problems, 152 and 153, which are as follows.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Numbers 152 and 153, Published in our April Number, page 138.

No. 152.

White.	*Black.*
1. Q. to her seventh	1. R. takes Q. (*best*)
2. K. Kt. to R.'s sixth (check)	2. K. to B.'s third or B.'s square
3. Q. Kt. takes R. (CHECKMATE).	

No. 153.

White.	*Black.*
1. Q. to K.'s fourth (check)	1. K. takes Q.
2. B. to K. B.'s third (check)	2. K. takes B.
3. Kt. to K. Kt.'s fifth (check)	3. K. to Kt.'s fifth
4. K. R. P. one (check)	4. K. to Kt.'s sixth
5. Q. Kt. to K.'s second (CHECKMATE).	

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

In our last Number.

No. 158.

White.	*Black.*
1. Q. to her B.'s sixth (check)	1. P. takes Q.
2. R. to Q.'s fourth, and mates with the Knight's Pawn next move.	

No. 159.

White.	*Black.*
1. Kt. to Q.'s second (check)	1. K. to Q.'s fifth
2. B. to Q. B.'s fifth (double ch.)	2. K. takes B.
3. Kt. to K.'s fourth, (CHECKMATE).	

No. 160.

White.	*Black.*
1. Kt. to Q. Kt.'s seventh	1. K. to Q.'s fourth
2. Q. to K.'s fourth (CHECKMATE).	

No. 161.

White.	*Black.*
1. Kt. to Kt.'s sixth (check)	1. K. to Kt.'s fourth
2. R. to K. Kt.'s third (check)	2. K. to R.'s third
3. Q. takes B. (CHECKMATE).	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our last Number.

No. 173.

White.	*Black.*
1. R. to K.'s sixth (check)	1. K. to Q. Kt.'s fourth (*a*)
2. R. takes Q. R. P.	2. R. takes R. (*best*)

White.	*Black.*
3. R. takes Kt.'s P. (check)	3. K. to R.'s fifth
4. Kt. takes P. (check)	4. B. takes Kt.
5. P. one (CHECKMATE).	

(*a*) If he play the King to Queen's fourth, White may move the Rook from King's Bishop's seventh to King's Bishop's sixth, and then mate next move.

No. 174.

White.	*Black.*
1. R. to Q.'s fifth	1. K. to his B.'s square
2. R. to Q. B.'s fifth	2. K. to his square
3. R. to B.'s eighth (check)	3. K. to Q.'s second
4. B. to K.'s sixth (check)	4. K. to Q.'s third
5. P. one (CHECKMATE).	

No. 175.

White.	*Black.*
1. B. to K.'s fifth	1. P. one or (A)
2. Kt. to Q. Kt.'s fifth (dis. ch.)	2. K. to R.'s square (*best*)
3. K. to B.'s seventh	3. P. one
4. K. to B.'s eighth	4. P. one
5. B. to Kt.'s eighth	5. P. one (becoming a Q.)
6. Kt. (MATES.)	

(A)

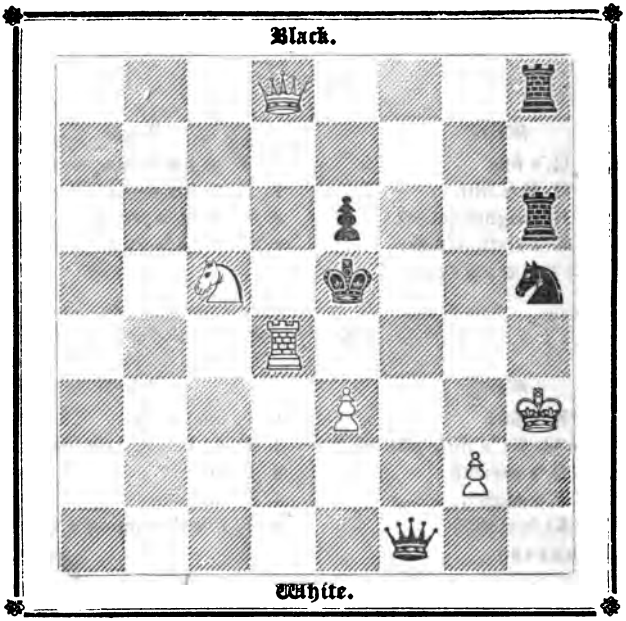
White.	*Black.*
1. B. to K.'s fifth	1. K. to R.'s second (*a*)
2. Kt. to Kt.'s fifth (check)	2. K. to R.'s third
3. B. to B.'s seventh	3. P. one
4. B. to Kt.'s sixth	4. P. one
5. Kt. to B.'s seventh (CHECKMATE).	

(*a*) If the Black moves his King to Rook's square, White still plays the Knight to Queen's Knight's fifth, and the position is the same as in the first Variation.

PROBLEM, No. 178.

By Mr. SILAS ANGAS.

White, playing first, mates in four moves.



CORRESPONDENCE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

DEAR SIR, *Berlin, June*, 1843.

* * * * * * A note from M. Janisch brings me the intelligence that his second Volume has just been published * * * * * * * * At the end of this Volume an Appendix will be found, which contains the results of some later investigations. The most curious amongst them, as far as I am informed, is the really best method of defence to the opening known in England as "The Scotch Game," and which we here call *Sckottisches Gämbit*, (*Gambit Ecossais*) *viz.*

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P. (*best*)
4. K. B. to Q. B. fourth (*best*)	4. K. B. to Q. B. fourth (*best*)

M. Janisch doubts, as do I also, whether the second player gains any advantage by checking with his Bishop at the fourth move, but in my forthcoming work, fifty six explanatory Variations on that mode of play will be given.

White.

5. Q. B. P. one

M. Janisch shows clearly that playing the Knight to his fifth, at this point, though patronized by M. Calvi in the present number of *Le Palamède*, is inferior to "Q. B. P. one square."

Black.

5. K. Kt. to B.'s third

This move, a very simple one, has been hitherto unnoticed by all writers, who generally recommend to the defensive player, "P. to Q.'s sixth," which enables White to continue his attack with "6. Q. Kt. P. two." "7. Q. R. P. two." "8. Q. to her Kt.'s third," &c.—K. Kt. to B.'s third, resolves the game at once into an ordinary guioco-piano, the position now being the same as if the game had been opened thus:—

White.	*Black.*
K. P. two	*K. P. two*
K. Kt. to B.'s third	*Q. Kt. to B.'s third*
K. B. to Q. B.'s fourth	*K. B. to Q. B.'s fourth*
Q. B. P. one	*K. Kt. to B.'s third*
Q. P. two	*P. takes P., &c.*

The Author now proceeds to examine the consequences of White's taking the pawn, or of his playing King's Pawn one; and in the latter case he thinks that for the second player, "K. Kt. to K.'s fifth, and "Q. P. two," are equally good defensive moves.—He continues the game as follows:—

FIRST DEFENCE.

White.	*Black.*
6. K. P. one	6. K. Kt. to K.'s fifth
7. K. B. to Q.'s fifth	7. Kt. takes K. B. P.
8. K. takes Kt.	8. P. takes P. (discov. check)
9. K. to his Kt.'s third (*best*)	9. P. takes Q. Kt. P.
10. Q. B. takes P.	10. Kt. to K.'s second (*best*)
11. Q. to her B.'s second (*best*)	11. Q. P. one
12. K. B. to K.'s fourth	12. Kt. to K. Kt.'s third
13. Q. Kt. to Q.'s second	13. Q. B. P. one
14. Q. Kt. to his third	14. K. B. to Q. Kt.'s third
15. Q. R. to Q.'s square	15. Q. P. one
16. K. R. to K.'s square	

And the games are about equal.

SECOND DEFENCE.

White.	*Black.*
6. K. P. one	6. Q. P. two
7. K. B. to Q. Kt.'s fifth	7. K. Kt. to K.'s fifth
8. B. takes Q. Kt. (check)	8. P. takes B.
9. P. takes Q. P. (*best*)	9. K. B. to Q. Kt.'s third (*best*)

The games are quite equal.

The following two games, played between MM. Petroff and Janisch, during the latter's recent sojourn at Warsaw, will perhaps prove acceptable to some of your readers. In these games M. Petroff gives the odds of Pawn and two moves, but from the comparatively easy manner in which the first player won, he infers that his opponent could not continue to give him such large odds.

GAME 1.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (M. JANISCH.)	*White.* (M. PETROFF.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. K. P. one	3. Q. P. two
4. K. B. to Q. third	4. Q. B. to K. third
5. K. Kt. to B. third	5. Q. to her second
6. K. Kt. to his fifth	6. K. Kt. P. one
7. Q. B. P. one	7. Castles
8. Q. Kt. P. two	8. K. R. P. one
9. Kt. takes B.	9. Q. takes Kt.
10. Castles	10. K. Kt. P. one
11. Q. R. P. two	11. K. B. to Kt. second
12. Q. R. P. one	12. Q. R. to K. B. square
13. Q. to her Kt. third	13. K. Kt. P. one
14. Q. Kt. P. one	14. Q. Kt. to his square
15. Q. B. P. one	15. Q. B. P. one
16. Q. Kt. to B. third	16. Q. R. to Q. square
17. Q. Kt. to R. fourth	17. Q. Kt. to Q. second
18. Q. B. to K. B. fourth	18. K. R. P. one
19. K. R. to Q. B. square	19. Q. Kt. to his square
20. Q. R. to Kt. square	20. Q. to K. B. second
21. Q. Kt. P. takes P.	21. K. P. one
22. P. takes Q. Kt. P. (check)	22. K. to Q. second
23. Q. B. P. takes Q. P.	23. P. takes P.
24. Q. to her Kt. fifth (check)	24. K. to his third

Black. (M. JANISCH.)	*White.* (M. PETROFF.)
25. Kt. to Q. B. fifth (check)	25. K. to his second
26. Q. B. to K. Kt. fifth (check)	26. B. to K. B. third
27. P. takes B. (check)	27. K. to his B. square
28. K. B. to Kt. sixth	28. Q. takes B.
29. Kt. to K. sixth (check)	29. K. to B. second
30. Kt. takes R. (check)	30. K. to his B. square
31. Q. to Kt. fourth (check)	

AND WHITE RESIGNED.

GAME 2.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (M. JANISCH.)	*White.* (M. PETROFF.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. K. P. one	3. Q. P. two
4. K. B. to Q. third	4. K. Kt. P. one
5. K. R. P. two	5. Kt. takes Q. P.
6. B. takes K. Kt. P. (check)	6. P. takes B.
7. Q. takes Kt.	7. Q. B. to K. B. fourth
8. K. Kt. P. two	8. B. takes Q. B. P.
9. Q. Kt. to B. third	9. Q. B. P. two
10. Q. to her second	10. Q. P. one
11. Q. takes B.	11. P. takes Kt.
12. Q. takes K. Kt. P. (check)	12. K. to Q. second
13. Q. B. to K. B. fourth	13. Q. to her R. fourth
14. Castles (giving check)	14. K. to Q. B. second
15. Q. to her third	15. Q. to her Kt. fifth
16. Q. to her seventh (check)	16. K. to Q. Kt. third
17. Q. to K. sixth (check)	17. K. to Q. R. fourth
18. P. takes P.	18. Q. takes P. (check)
19. K. to Kt. square	19. Q. to Kt. fifth (check)
20. K. to R. square	20. Q. takes B.
21. Kt. to K. second	21. Q. takes K. B. P.
22. Kt. to Q. B. third (*a*)	22. B. to K. Kt. second
23. Q. to her Kt. third	23. Q. R. P. one
24. R. to Q. Kt. square	24. Q. Kt. P. two
25. Kt. takes Kt. P.	25. Q. R. to Q. Kt. square
26. Q. to her R. third (check)	26. K. to Kt. third
27. Kt. to Q. fourth (discov. ch.)	

And Black gave MATE in three moves.

(*a*) King's Rook to his third, would have settled the affair at once.

* * * * * I close my letter with a few Problems extracted from the last chapter of my own, or rather M. Bilguer's, treatise on Chess; for although my late friend only began the work, I have determined to publish it under his name. This treatise, now nearly finished, will appear in August or early in September, under the title of "A HANDBOOK of the GAME OF CHESS, projected and commenced by P. R. Von Bilguer, continued and published by his friend V. D. Laza."

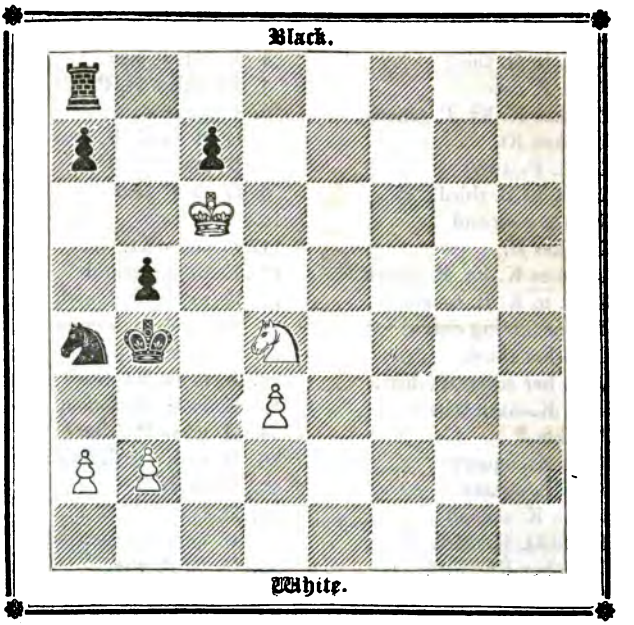
"Believe me to be, Dear Sir, your's truly,
V. H-d. LAZA."

PROBLEM No. 1.

From M. BILGUER's Handbook of Chess,*

By M. PETROFF, the celebrated Russian Chess Player.

White, playing first, to mate in five moves.

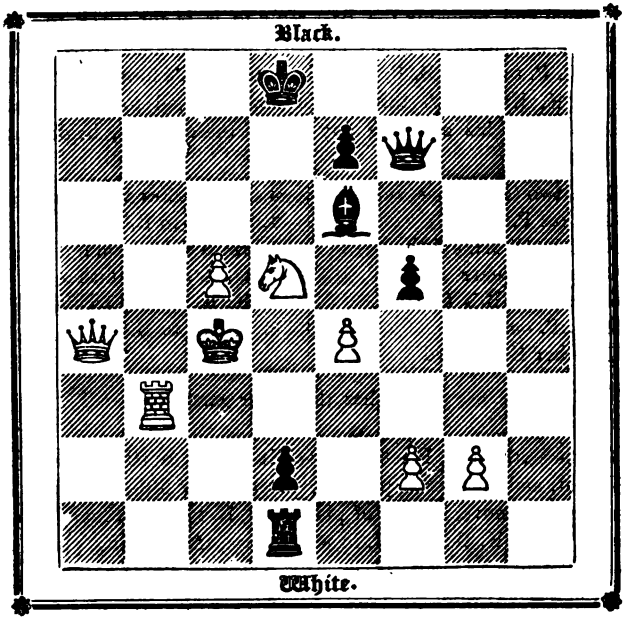


[* *Want of space prevents our giving more than two of these fine Stratagems in the present Number, but the remainder shall appear next Month.*—ED.]

PROBLEM No. 2.

From the same.

White, playing first, to mate with his Knight in 10 moves.



ELEMENTARY LESSONS,

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION SECOND.

Lesson Fifteenth.

ON THE KING'S KNIGHT'S OPENING.

[Our examination of the King's Bishop's game, although far from comprehending all the variations of which that beautiful opening is susceptible, has extended to a greater length than was originally projected, and will be found we believe to be the most complete that has hitherto been published; the remaining Lessons to the end of this volume will be devoted to the consideration of the King's Knight's opening.]

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. Q. P. one

White's second move is more immediately attacking than playing out the Bishop, and, while leading to positions almost as critical and various as those which spring from the Gambits, is far safer for the opening player.

The usual and probably the best reply to it, is for Black to move his Q.'s Kt. to B.'s third, he may, however, without much danger play, Q. P. one, Q. P. two, K. B. P. two, K. B. to Q. B.'s fourth, Q. to K. B.'s third, or K. Kt. to B.'s third. We shall proceed to show briefly the consequences of his adopting any one of these moves, beginning with Q. P. one.

3. Q. P. two (*best*)	3. K. P. takes P. or (A)
4. Q. takes P.	4. Q. Kt. to B.'s third
5. K. B. to Q. Kt.'s fifth	5. B. to Q.'s second
6. Q. to her square	6. Q. Kt. to his fifth
7. K. B. to Q. B.'s fourth	7. K. B. to K.'s second
8. Q. B. P. one	8. Q. Kt. to B.'s third
9. Q. to her Kt.'s third	

White has the better game.

If for his sixth move, Black plays Q. Kt. to K.'s fourth, White may take the Knight, and afterwards play his Queen to her fifth, winning a Pawn. At the seventh move, instead of playing K. B. to K.'s second, Black may move his Kt. to K. B.'s third, in which case, the opening player should carry on the attack as follows :—

	K. Kt. to B.'s third
K. Kt. to his fifth	*Q. P. one*
K. B. takes P.	*Q. Kt. takes K. B.*
K. P. takes Q. Kt.	

And White's game is preferable.

(A)

White.	*Black.*
3. Q. P. two	3. K. B. P. two
4. Q. P. takes P.	4. K. B. P. takes P.
5. Kt. to his fifth	5. Q. P. one
6. P. to K.'s sixth	6. K. Kt. to R.'s third or (B)
7. Q. to K. R.'s fifth (check)	7. K. Kt. P. one
8. Q. to K. R.'s third	8. Q. to K. B.'s third
9. Q. B. P. two	9. Q. B. P. one

White.	*Black.*
10. P. takes P.	10. P. takes P.
11. Q. Kt. to B.'s third	11. Q. to K.'s fourth
12. K. B. checks	12. Q. Kt. to B.'s third
13. Castles	

With an excellent game.

(B)

White.	*Black.*
6. P. to K.'s sixth	6. K. B. to Q. B.'s fourth
7. Kt. to K. B.'s seventh	7. Q. to K. B.'s third
8. Q. to her second	8. Q. B. takes P.
9. Kt. takes R.	

Having a decided advantage.

Instead of playing his Knight to King's Bishop's seventh, at his seventh move, White can take the King's Pawn with his Knight, and upon his opponent taking the Knight, check with his Queen at King's Rook's fifth, winning the Bishop with a better position.

Another Variation beginning at Black's 3rd Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. Q. P. one
3. Q. P. two	3. Q. B. to K. Kt.'s fifth
4. P. takes P.	4. Q. B. takes Kt.
5. Q. takes B.	5. P. takes P.
6. K. B. to Q. B.'s fourth	6. Q. to K. B.'s third (*best*)
7. Q. to her Kt.'s third	7. Q. Kt. P. one
8. Q. Kt. to B.'s third	8. Q. B. P. one
9. Castles	9. K. B. to Q.'s third
10. K. B. P. two	10. P. takes P.
11. K. P. one	11. B. takes P.
12. Kt. to K.'s fourth	12. Q. to K.'s second
13. Q. B. takes P.	13. K. B. to Q.'s fifth (ch.) or (C)
14. K. to R.'s square	14. B. to Q. B.'s fourth
15. Q. B. takes Q. Kt.	15. Q. R. takes B.
16. Q. R. to K.'s square, winning in a few moves.	

(C)

	K. Kt. to B.'s third
B. takes B.	*Kt. takes Kt.* (*best*)
B. takes K. B. P. (*check*) *and* WINS.	

Another Variation on Black's 3rd Move.

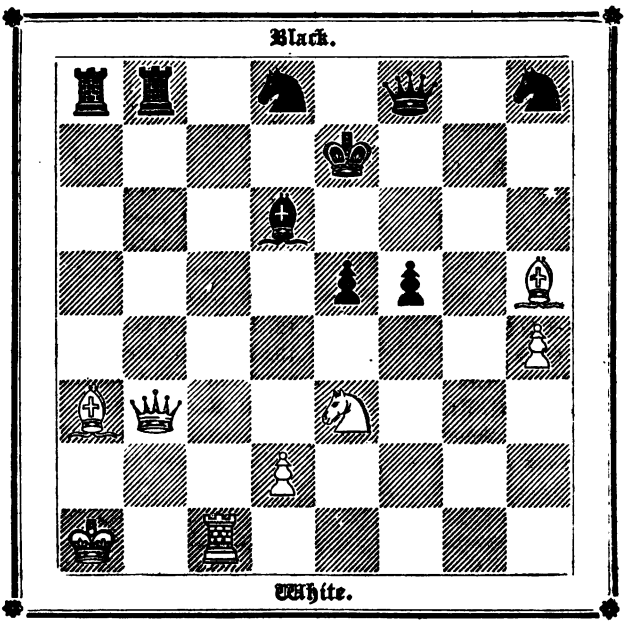
White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. Q. P. one
3. Q. P. two	3. K. Kt. to B.'s third
4. Q. B. to K. Kt.'s fifth	4. Q. B. to K. Kt.'s fifth
5. P. takes P.	5. B. takes Kt.
6. Q. takes B.	6. P. takes P.
7. Q. to her Kt.'s third	7. Q. Kt. P. one
8. K. B. to Q. B.'s fourth	8. Q. to her second
9. Q. B. takes Kt.	9. P. takes B.
10. Q. Kt. to B.'s third	10. K. B. to K. Kt.'s second
11. Q. R. to Q.'s square	11. Q. to K.'s second
12. Q. Kt. to Q.'s fifth	12. Q. to her B.'s fourth
13. K. B. checks	

And White has a capital game.

PROBLEM, No. 179.

By Herr Kling.

White, playing first, to checkmate in five moves.



THE LIGHT AND LUSTRE OF CHESS.

(AN ORIGINAL PAPER.)

By G. WALKER.

"We passed away, like flames that had shone for a season. Our departure was in renown. Though the plains of our battles are dark and silent, our fame is in the four grey stones."—OSSIAN.

THERE is a fashion in literature, as in every thing else; and personal memoirs decidedly constitute the ruling passion of the nineteenth century. Man is more and more craving of scandal, and rabid of auto—biography. He writes his life, or leaves it to be vamped up by his executors; with a sum of money, specially assigned by last will and testament to defray the printer's charges. The buffoon who has strutted out his brief part, on the stages either of St. Stephen or Covent Garden,—the coxcomb, with or without a handle or tail to his name, who has basked away the best half of his ephemeral existence in the sun of Cheltenham and Belgrave square,—all pant to print down their doings for the benefit of posterity. The sayings—and sighings—and flutterings, and fussings of a few-score years of—NIL—are recorded with the dignity of Sully, and the exactitude of Boswell. We are told how the hero of Duck Lane, or Exeter Hall—Ramberlumlong or the Sandwich Islands—fought, shouted, and sang, dressed, dined, and drank; what Uncle Peter said when President of the Locomotive Auxiliary Teapot Temperance Association; how sister Ann mixed the Christmas pudding, and judiciously blended the spices for the gravy. Now, in a Goethe or a Mirabeau, all this were highly pleasant and desirable, but Oh! for the scores of small things, to be told off, like tailors, by nines, whose memoirs would absolutely smother us, were it not for our allies, the bacon-seller and the trunk-maker! Yes; posthumous fame, abstractedly speaking, is a very pretty sort of fame, provided it savour not too strongly of bathos. We laugh at its abuse only. In itself, it constitutes one of those creeds which form the salt of the earth. We throw forth this sage paragraph to prelude a chapter of early Chess biography, interesting to all lovers of this our bewitching recreation.

We need not say, that, personally, we are Chess enthusiasts. That fact has been long known to our gentle Chess-playing public. We love Chess, and all that belongs to it, in the way of retrospect and association; and we are proud to think that our own humble pen has so materially

assisted its march during the last ten years. Our theme to-day is a sketch of two bygone Chess artists,—enthusiasts, and even to be called poets; for every science hath its poesy, its ardent devotees, the untiring pioneers of their art. Ridiculous, *per se*, as the mere moneymucks may deem them, yet are such men worthy of the respect of the philosopher. Reduce life to a grave, cold, one-idea'd reality,—shear it of its azure hope, its faith in the true, its trustings in the imperishable, its yearnings for the immortal,—and we hold, that earth would become one vast lead-coloured series of counting-houses and cotton-mills; connected by gin-shops, little Bethels, union poorhouses, potato grounds and gaols.

We repeat, that every art has its poetry, and that its innermost soul is enthusiasm. Napoleon was the poet of war; the enthusiast in the science of humbling the mighty. Where find we more sublime lyrics than his bulletins?—their every word searching the pulses like the battle-drum. And, so pigmy is poor man, why should the searching eye of philosophy recognise war as a greater formula than Chess?—the one containing equally the fierce spirit of destruction as the other, without its crimson hue. A vast deal of nonsense is talked about "the higher sciences." Cleary our minds, our friends, of cant. Call up the Jins, and the Peris, the Afrits, and the Dives, and demand whether, to the perception of their advanced and celestial intelligences, all earthly pursuits are not equally vanity and vexation of spirit?—whether they place the conqueror of cities above the maker of mud-pies—the sage who poketh out his sight star-gazing, before Mr. Twiddle performing on his German flute? Away with the delusion! Chess, like the olive, hath not the poison of the laurel leaf. The wheat and the vine feed man's body; Chess finds recreation for his spirit. Indulgence, then, be granted to Chess enthusiasm.

"Great men were living before Agammemnon," and great Chess Players were in the flesh anterior to Philidor. Of such, there exists so little printed memoir, it is matter of increased marvel that all there is, has not been earlier set forth for the benefit of these latter times. Chess Players, generally speaking, are of quiet habits; caring less for notoriety than most other classes of men. The Chess-board is their world, and they look but little beyond its sixty-four squares; likening them, it may be, to so many different countries. Respecting Ponziani, Lolli, Greco, Del Rio, and many more of the Chess élite, we know absolutely nothing beyond the fact that they shone as stars of the first magnitude in their galaxy. In general, when we contemplate in review the long series of ancient Chess names, immortalized by their talent and acquirements, we must, indeed, content ourselves, perforce, with quaint Burton's pertinent reflection,—"Looke how nightingales sang of old, cockes crowed, kine lowed, sheepe bleated, sparrowes chirped, dogges barked, so they doe still. We keep our madness still, play the fooles still; we are of the same humors and inclinations as our predecessors were: you shall find us all alike, much at one, wee and our sonnes, and soe shall we continue to

the last." Solomon Ben David expresses the same sentiment, and teaches us that as it was in the beginning, so it is now and ever shall be, and that there is verily no new thing under the sun.

The fragment of Chess history we are about to translate for the first time from its original Italian garb, may be likened by the really warm-hearted in the cause, to a pearl of price left unnoticed for above two centuries in its under-wave cavern. It treats of the two celebrated Chess Players, Leonardo and Paolo Boi, so renowned in their day as to have won the names of THE LIGHT AND LUSTRE OF CHESS. The biographer of these paladins, is Dr. Salvio, whose rare treatise was printed at Naples in 1604.* Aided by a subsequent author, Carrera,† we now present a narrative, offering features of peculiar interest; both to the Chess amateur, and general antiquarian. Why should the souls of the heroes always dwell in darkness?—"Let them ride around us in clouds; let them show their features in war." Of Dr. Salvio himself, and Italian players of rather a later date, we may take another opportunity to speak. Let the Neapolitan's own voice now be heard:—

During the pontificate of Gregory XIII., of pious and blessed memory, there was dwelling in Rome a young man, by name Leonardo de Cutri. He was short in stature, of mild and pleasant manners, and from this was known as Il Puttino ("the little lad"). Leonardo had been sent by his parents to the City of the Pope, to study the law; but took up a preference for Chess, in which his progress was so rapid, that notwithstanding his extreme youth, he speedily acquired a degree of force which enabled him to conquer every player in Rome.

Now the first Chess Professor of this time in Europe, was Ruy Lopez, surnamed the learned clerk of Zafra; who being in high favour at the court of Philip II., of Spain, had been recently endowed by that monarch with a benefice, and had been consequently forced by custom to come and tarry some short time in Rome, that his nomination might receive the sanction of the holy Pope. During this space, Ruy Lopez could not resist the desire to show his skill, and sought out the resort of the first Chess-players; playing with them day by day, and winning of them all, until they confessed their joint inferiority to the as then absent Leonardo. At this, Ruy Lopez challenged the Puttino to the field, and they played many beautiful games upon even terms; but at length the wily skill of the youth gave altogether way before the experience of the veteran, and our brave Leonardo was defeated to his great disgust; while to his failure was added much scorn on the part of his adversary. The Puttino hoped next day to take his revenge, but was again defeated with renewed expressions of pride and scorn; and was so mortified, that he suddenly left Rome for Naples.

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* Salvio, Dr. Alessandro.—Tratto del' inventione et arte liberale del Gioco di Scacchi. In Napoli; per Giambatista Sottile. 1604, 4to., pp. 64.

† Carrera, Don Pietro.—Il Gioco degli Scacchi, diviso in otto libri, &c. In Militello, per Giovanni de' Rossi da Trento. 1617, 4to., pp. 600.

During the next two years Leonardo remained in Naples, constantly employed in the study and practice of Chess; and, finally,—attaining so high a degree of perfection as to be certain of now being able to conquer his ancient enemy, Ruy Lopez,—resolved to seek out the latter, be he where he might. Meanwhile, Ruy Lopez, having succeeded in getting his grant of the benefice confirmed, had left Rome for Madrid; whither Il Puttino prepared to journey, first resolving to visit Cutri, his birth-place; and with this view prevailing upon Don Fabrizio, the Prince of Gesualdo, a Chess-player of great skill and renown, to fill his place, during absence, in the famous Neapolitan Chess Academy (or Club).

Now it chanced that the famed Chess-player, Paolo Boi, termed from the place of his birth, Il Siracusano, being himself as yet a young man, and fired with generous ardour at hearing everywhere of the Puttino's fame, had left his country at this time to measure his own force with him; and arrived in Naples resolved to see which was the superior in skill. Boi obtained next day an introduction to the Prince Gesualdo, in whose house he found several games at Chess going on. He concealed his name, and sat down to watch the progress of one of these parties, played by Leonardo and the Prince himself, without Paolo's knowing the Puttino was really present. The game appeared to be won by Leonardo, but Gesualdo, who had the move, might have drawn it by a deeply hidden stroke of play, which Leonardo perceived, but doubted its discovery by his adversary. In reality the correct move was overlooked by the Prince, who lost the game. The Puttino then told him there had existed one sole means of drawing it, but that the move was so darkly difficult, it could only be explored by quite a first-rate player. Now our brave Paolo had seen this move, and thereupon remarked, that with the gracious permission of the Prince, he would undertake to draw the situation in question. This consent being willingly accorded, the position was replaced, Leonardo feeling assured of victory, not believing it possible the stranger could have found out this stroke of skill; but at the first move Paolo clearly convinced him that he had seen all. The Puttino then said aloud, "Leonardo, methinks thy foe is correct, but let us watch whether the end correspond with the beginning." Well pleased was he of Syracuse thus to discover he was in the presence of his rival, and replied aloud, "I were not Il Siracusano, had I not perceived this thing, and glad am I to have discovered the move which draws the game thus, and thus, and with pleasure I inform the Signor Leonardo that I have come here from Sicily, generously moved by his just fame, to measure myself against him; and I beseech him to grant my request, with the license of the Prince, that it may be proved which of us is the best master of this most *onerevole passa-tempo*."

Il buon Leonardo accepted the challenge with delight, when he knew from what renowned player it came, and the match was at once entered upon; the Prince and his honourable lady taking conspicuous seats as spectators, and a crowd of players occupying the space around, moved thereunto by the great reputation of the combatants, and laying heavy wagers of gold on the event. The Syracusan gaining the first move pushed his King's Pawn two squares, and being answered with the same, offered the King's Gambit, playing up the King's Bishop's Pawn. Leonardo took the Pawn and defended it, and the strife was

fully engaged in. After playing many games, the parties rested with equal honours; having each won the same number, and certain others being drawn; the result affording "gran gusto" to the Prince, and the other distinguished players present. Taking leave of the Prince, the renewal of the battle was appointed for next day, and the event was anxiously expected by all. It was agreed by the judges that the Puttino showed immense knowledge of the game, but played slowly, while Paolo directed his blows with greater rapidity.

Evening of this day being come, Leonardo considered that the Prince would not now suffer him to leave for Cutri so quickly as he could wish, and therefore resolved to sail in early morning, leaving excuses for the company. This he accordingly did, engaging a bark for the voyage, and reaching Cutri in safety, where he was joyfully welcomed by his friends and relatives. We must here relate, that after a few days thus happily spent, a certain Turkish corsair landed a band of men at Cutri, and carried away captive many Christians, among whom was a younger brother of Leonardo; but the pirate announced by placard that the prisoners might be ransomed; consequently next day a multitude of the relatives of the sufferers crowded on board the corsair's vessel to release their friends. Leonardo, among others, reaching the galley, entered upon terms with the Rais, (the Turkish captain,) who agreed to restore his brother for the sum of two hundred ducats, which Leonardo accordingly proposed to pay, but casting his eyes upon the poop of the vessel, saw to his great joy a Chess-board, and thought that well known implement would better serve his turn to pay with, than a purse of hard cash. The Rais, carefully following his looks, demanded if he could play Chess, and Leonardo replied that he knew the game; on which the Rais challenged him to engage. They sat down forthwith to the board, and the stake was fixed at fifty scudi (crowns) per game. Now Leonardo quickly won his brother's ransom, and two hundred ducats besides, to the great wonder of the Rais, who piqued himself on being an excellent practitioner, but whose marvel was complete on Leonardo's showing him a few of his own peculiar stratagems. The noble Rais hereupon restored him his brother, as agreed, and honourably paid him his two hundred ducats to boot, soliciting Leonardo, with earnestness, to accompany him to Constantinople, with the assurance of generous treatment, and a safe return with great wealth to Cutri. Leonardo gratefully refused the proffer of the Turk, and went home joyfully with his brother, being well content with the adventure. After prolonging his visit yet a few days, the Puttino then sailed for Spain, with Giuolio Cesare da Lanciano, but passing Naples by the way, halted for a short space of time at Genoa.

Arrived in this fine city, Leonardo inquired out the Chess-players, and attached himself in particular to one Signor Giorgio, a nobleman of wealth and pleasant conversation, beloved by all who knew him, and particularly by the Chess amateurs; since, although Signor Giorgio did not play Chess himself, his wife and only daughter were both of them ardent admirers of the game. Struck by the charms and talents of the young lady, Leonardo felt the most passionate love, and, finding it to be reciprocal, the secret consequence was a solemn promise of marriage on both sides; but it was agreed to defer this till Leonardo's return from Madrid, by reason of his then comparative state of poverty, and the nobility of her father; it being hoped Leonardo's visit to the Spanish court might

place him in a position to demand publicly the hand of his beloved. So Leonardo departed for Marseilles, leaving his friend and follower, Giuolio Cesare, at Genoa, as a medium of correspondence with his secretly betrothed bride.

Embarking anew at Marseilles, Il Puttino came to Barcelona, where he fell in with Tomaso Caputo, surnamed Il Rosces, a beautiful Chess-player; who, indeed, playing even, was easily overcome by Leonardo, but who, receiving the Pawn and move, conquered our hero. Il Rosces was a countryman of Leonardo's, and a very agreeable man, thoroughly versed in the customs of Spain. He introduced, moreover, to his acquaintance, Signor Giovanni Rodriquez, another compatriot, and a fine Chess-player; and as it happened the two friends were going to Madrid likewise, it was arranged Leonardo should journey thither along with them. But a curious adventure here first presented itself.

In the suburbs of Barcelona dwelt a very skilful Chess-player, hight Il Mucciaccio, who, by concealing his real strength, and other unworthy stratagems, had won at Chess of Signor Rodriquez a very large sum of money. It was therefore resolved, by our new trio of friends, before proceeding to Madrid, to punish this base man for his conduct; and the plot being laid it was artfully carried into effect as follows:—Rodriquez and Rosces went first alone to the house of Mucciaccio, and be it noted that Rosces spoke the Spanish language so well as to be mostly taken for a Spaniard. The former being then asked by Mucciaccio as to the cause of this his unexpected and speedy return, answered that he had just met with his friend Signor Tomaso, a Chess-player, and that wishing to play together, they had found no fitting place, and had therefore come to the dwelling of Signor Mucciaccio. At this pleasant news, the Spanish Rook felt delighted, resolving to pluck them both, feeling confident of his own superiority. Mucciaccio accordingly furnished the friends readily with Chess-men and board, and these being commodiously placed and arranged, they began forthwith to play, the master of the house looking on, and continuing to converse. Rodriquez and Rosces were content to play a few indifferent games, even, and appearing dissatisfied with the result, appointed to renew the combat next day; thus closing the first act of the drama, the end of which was to be spoiling the spoiler, and skinning the fox.

Next morning they returned accordingly, and were joined by Leonardo, in sight of the piazza, beneath which the Spaniard awaited their coming. Leonardo appeared not to know them, and made as though he had merely inquired his road as a stranger, and had then joined company, as having a passion for Chess. The four being thus assembled, Rosces sat down to play with Leonardo, giving our hero a Pawn (as secretly agreed), and thus they played two days, still pretending not to have been previously intimate. At the end of the two days, Rosces came off the winner of many games, and receiving a heavy stake of Leonardo, shared it openly with Rodriquez, as if the latter had gone halves in the risk of the wager.

On the morning of the third day, Leonardo, as concerted, came to the abode of Mucciaccio, before his friends, and the Spaniard eagerly seized the opportunity to invite him to play Chess. Leonardo refused, saying that he did not wish to tarry in Barcelona, being a gentleman visiting the court of Spain, and that as he had begun to play with Rosces, he should prefer continuing to battle

with him, although merely a casual acquaintance; also, that he did not care to lose above a hundred or two scudi. But, here, Mucciaccio pressed him so strongly, that Leonardo deemed the season was come to ripen the design; so these two sat down to a game at Chess together. After a short space of time came Rosces, and Rodriquez, who pouted and sulked, as if angry to see another snapping up the pippin they had plucked from the tree; our brave Leonardo so managing matters as to have lost a single game to the Spaniard at fifty ducats, in paying which sum forthwith, he took good care to show a heavy purse of doubloons; proclaiming, ostentatiously, that he should give up Chess altogether, when he had lost the contents of that purse. Mucciaccio cast his thirsty eye upon the doubloons, and continued to play; yet purposely keeping concealed his full game till he had won in all a hundred and fifty ducats. This done, Leonardo led his victim by feigned discourse to play the next game for double or quits; on fighting out which they made a drawn party, and then a second drawn game. The next party was lost by Mucciaccio, and Leonardo being returned his hundred and fifty ducats, an engagement was made for next day; the Spaniard now secure of gaining a large sum, and many gentlemen being invited to see him pick his pigeon. On the morrow, play being commenced at heavy stakes, Leonardo cunningly put forth his whole art, and won altogether on that sitting seven hundred scudi of his adversary, yet still so as to make the latter think he lost each time rather through his own error, than through the superiority of Il Puttino. Quitting Chess for that time, Leonardo and his friends resolved to depart from Barcelona at midnight, fearing to be rendered an ill turn; which flight they also safely accomplished; paying their tavern bill, and leaving a letter for the discomforted Mucciaccio, in which they told him, he must not be surprised if the crafty fisherman sometimes became himself a fish. Moreover, the scroll redde, that in his conscience the Spaniard must know he deserved his fate for having taken in the unwary, and that if his unholy gains yet exceeded on the whole his present losses, he ought to make his peace with God, by giving up the balance to the poor. Lastly, Mucciaccio was given to learn the names of his late opponents, and was informed that they were suddenly off for Madrid, whither, if he would come, his money should all be returned with their blessing, provided he could win it back.

On this journey of our three friends to court, nothing remarkable happened; save, that sleeping at an inn the last night on the road, with other travellers, they chanced upon a landlord who played Chess well; and being in the habit of thereby fleecing his guests, this man thought craftily to do the same by the present company; coming off, unfortunately for his schemes, upon this occasion, with the loss of more crowns than paid the reckoning of all the travellers together. Next day, Leonardo and his associates came to Madrid, and took lodgings at the house of one Donna Isabella, a friend of Rosces.

Thus, being fortunately arrived, they rested a few days, informing themselves as to where the great Chess-players held their chief meetings; and, particularly, whither Ruy Lopez for the most part resorted. Then, on the morrow, they went to the place indicated, and found Ruy Lopez himself playing with an amateur, to whom he could only give the Pawn. Many nobles and gentles were looking on, and a courteous reception was given to the strangers; the person of

Leonardo being forgotten by Ruy Lopez. The visitors were asked if they would play Chess, and Leonardo answered that they had come to Madrid only for that purpose, provided they could find their equals. At these proud words, Ruy Lopez raised his eyes, and, contentedly seeing that they were Italians, fancied much was to be made of them, so assured them that he, for one, was ready to play upon their own terms. Leonardo then took up the speech, and declared himself prepared to play Ruy Lopez, without odds, at fifty scudi the game; whereat the spectators doubted whether he were really strong, or only conceited; but, being a stranger, they suspended their judgments, and the then opponent of Ruy Lopez, declaring himself content to stop for the time, Leonardo took his seat and began to play at once, gaining the first move. The company anxiously looked on the while, eager to see the result; and finding the play ran equal, and the first game indeed drawn, began to respect the newly arrived professor. Not intending to win that day, Il Puttino made an even fight, and the contest being adjourned to next morning, was content to come off from the second engagement a winner of one game on the balance; continuing to play day by day, gaining generally one surplus game of each reckoning. Thus went matters, and the fame of Leonardo was bruited through court and city; many of the first lords attending to witness games so interesting; some taking part with Lopez, some with the Italian; Rodriquez and Rosces failing not the while also to play with the Spaniards as they best might. But Leonardo throughout refrained from coming off any one day conqueror, more than in the one game, on the whole; studying his adversary's tactics, and reserving his full force to be exhibited upon a more interesting occasion.

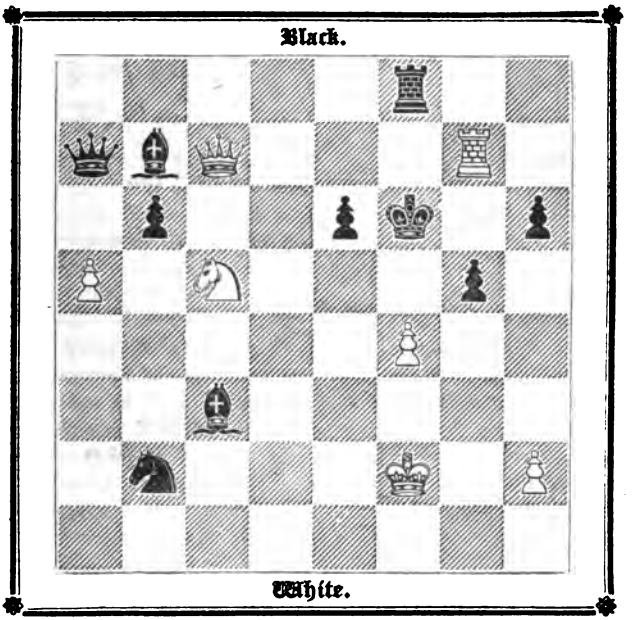
The news of this Chess tournament flying abroad, came presently to the ears of the brave Girone, the competitor and equal of Lopez; who, hearing of the hard blows being dealt out to his compatriot, travelled hastily to Madrid from his residence in a neighbouring city; eager to look upon the renowned Italian. Coming to the place of meeting, Girone found a crowd of gentlemen assembled round his friend Lopez, awaiting the arrival of Leonardo, who with his companions never came too early, not to betray greed. Girone inquired of Lopez as to the game of this new rival, and learnt that it was deeply learned. He also received full particulars of past events. The company then besought of Girone that he also would encounter the Italian, to which he willingly consented; and Leonardo being now in presence, a sort of Chess-pool was formed for good stakes; the three great artists playing by turns together, and indiscriminately. Here the superiority of Leonardo over the other two shone indeed confessedly; and the battle being renewed at intervals, he won a thousand scudi. The Puttino then played against them both together, Lopez and Girone taking counsel; and the result was, to the great delight and enjoyment of the spectators, that although Il Puttino had the best of it, single-handed with either one, yet the two together were strictly his match; since neither could he win of them, nor they of him; as proved in frequent and prolonged encounters.

(*To be continued in our next Number.*)

PROBLEM, No. 180.

By the Rev. H. BOLTON.

White, playing first, to checkmate in nine moves.



[A choice selection of MS. Games, played by LA BOURDONNAIS, BONCOURT, KIESERITZKI, SZEN, WALKER, ST. AMANT, and other distinguished players of the day, has been obligingly forwarded to us by Mr. George Walker. Some of these *parties* have before appeared in print, but few if any of our readers are likely to have met with them, and even to those who have, their re-appearance, if we mistake not, will be far from unwelcome.]

GAME DLXXXIX.*

Between M. De la Bourdonnais and Mr. G. Walker, the former giving the Pawn and two moves.

(Remove White's King's Bishop's Pawn from the board.)

Black. (Mr. G. W—.)	*White.* (M. de la B.)
1. K. P. two	1.
2. Q. P. two	2. Q. P. one
3. Q. B. P. two	3. K. P. one
4. Q. P. one	4. K. Kt. to B. third
5. Q. Kt. to B. third	5. P. takes P.
6. Q. B. P. takes P.	6. K. B. to K. second
7. K. B. P. two	7. Castles
8. K. Kt. to B. third	8. Q. B. to K. Kt. fifth
9. K. R. P. one	9. B. takes Kt.
10. Q. takes B.	10. Q. B. P. two
11. K. B. to Q. third	11. Q. R. P. one
12. Q. R. P. two	12. Q. Kt. to Q. second
13. Castles	13. Q. to her B. second
14. Q. B. to K. third	14. Q. B. P. one
15. B. to Q. B. second	15. Q. R. to Q. Kt. square
16. B. to Q. R. seventh	16. Q. R. to his square
17. B. to Q. fourth	17. Q. R. to Q. Kt. square
18. B. to Q. R. seventh	18. Q. R. to Q. B. square
19. B. to Q. fourth	19. K. Kt. to K. square
20. Q. to K. third	20. B. to K. B. third
21. B. takes B.	21. K. Kt. takes B.
22. Q. R. to K. square	22. Q. R. to K. square
23. K. Kt. P. two	23. K. to R. square
24. K. Kt. P. one	24. K. Kt. to his square
25. K. R. P. one	25. K. Kt. to K. second
26. K. R. P. one	26. Q. Kt. P. two
27. P. takes P.	27. P. takes P.
28. Kt. takes P. (*a*)	28. Q. to her Kt. square
29. Kt. to Q. fourth	29. Kt. takes Q. P.
30. Q. to her second	30. Kt. to Q. Kt. fifth
31. B. to Q. R. fourth	31. Q. to her R. second
32. B. takes Kt.	32. Q. takes B.
33. K. B. P. one (*b*)	33. Kt. to Q. sixth
34. Kt. to K. sixth	34. R. to K. Kt. square

* *These games at the Pawn and two moves, between M. De La Bourdonnais and Mr. Walker, were played in London during* 1834.

Black. (Mr. G. W—.)	*White.* (M. DE LA B.)
35. Kt. to K. B. fourth	35. Kt. takes Kt. (*c*)
36. Q. takes Kt.	36. Q. to R. second (check)
37. K. to R. square	37. R. to K. fourth
38. K. B. P. one	38. P. takes P.
39. Q. takes P. (check)	39. Q. interposes
40. Q. takes Q. (check) (*d*)	40. R. takes Q.
41. R. checks.	41. R. to Kt. square
42. R. takes R. (check)	42. K. takes R.
43. R. to Q. square	43. R. takes K. P.
44. R. takes P.	44. R. to K. R. fifth (check)
45. K. to Kt. second	45. R. takes P.
46. R. to Q. B. sixth	46. R. takes P. (check)
47. K. to R. third	47. R. to Q. Kt. fourth
48. R. takes P.	48. R. takes P.

DRAWN GAME.

Notes to Game DLXXXIX.

(*a*) An injudicious move.

(*b*) If Black had captured the Knight, his adversary might at least have drawn the game.

(*c*) He would obviously have lost the game by taking the Rook.

(*d*) "Rather play Rook to King's Bishop's fifth."—G. W.

GAME DXC.

Between the same Players, LA BOURDONNAIS giving the Pawn and two moves.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. G. W—.)	*White.* (M. DE LA B.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. K. P. one	3. Q. P. two
4. K. R. P. two	4. Q. B. to K. B. fourth
5. K. Kt. P. two	5. B. to K. Kt. third
6. K. R. P. one	6. B. to B. second
7. K. Kt. to B. third	7. K. R. P. one
8. K. B. to Q. third	8. Q. to her second
9. K. B. to his fifth	9. K. P. one

Black. (Mr. G. W—.)	*White.* (M. DE LA B.)
10. K. B. to Q. third	10. Castles
11. Q. B. P. one	11. K. Kt. to K. second
12. Kt. to K. R. fourth	12. K. R. to Kt. square
13. Kt. to his sixth	13. B. takes Kt.
14. P. takes B.	14. K. to Kt. square
15. Q. B. to K. third	15. K. Kt. to Q. B. square
16. Q. Kt. to Q. second	16. K. B. to K. second
17. Kt. to K. B. third	17. Q. R. to K. B. square
18. Q. to K. second	18. Kt. to Q. R. fourth
19. Kt. to K. R. fourth	19. K. Kt. to Q. Kt. third
20. Kt. to K. Kt. second	20. K. Kt. to Q. B. fifth
21. Q. Kt. P. one	21. Kt. takes B.
22. Q. takes Kt.	22. Q. B. P. two
23. K. B. P. two (*a*)	23. P. takes P.
24. P. takes P.	24. Kt. to Q. B. third
25. B. to Q. Kt. fifth	25. Q. to her B. second
26. B. takes Kt.	26. Q. takes B.
27. R. to Q. B. square	27. Q. to her R. third
28. Q. R. P. two	28. B. to Q. R. sixth
29. Q. R. to his square	29. Q. to her Kt. third
30. Castles	30. B. to Kt. seventh
31. Q. R. to Q. square	31. R. to Q. B. square
32. R. to Q. third	32. R. to Q. B. seventh
33. R. to K. B. second	33. K. R. to Q. B. square
34. R. takes R.	34. R. takes R.
35. K. to R. second (*b*)	35. Q. to her square
36. K. to R. third	36. K. R. P. one (*c*)
37. K. Kt. P. one	37. Q. to K. B. square
38. Kt. to K. R. fourth	38. B. to Q. B. eighth
39. Q. to K. B. third	39. B. takes P.

AND BLACK RESIGNED.

Notes to Game DXC.

(*a*) This Pawn should perhaps have been pushed up sooner.—G. W.

(*b*) Badly played, should have advanced King's Bishop's Pawn.—G. W.

(*c*) A fine move.

GAME DXCI.

Played some months since between Messrs. STAUNTON and COCHRANE.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. B. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. Kt. takes P.	4. K. P. two
5. Kt. takes Kt.	5. Q. Kt. P. takes Kt.
6. K. B. to Q. B. fourth	6. K. Kt. to B. third
7. Q. to her third	7. Q. P. two
8. P. takes P.	8. P. takes P.
9. B. checks	9. Q. B. to Q. second
10. Castles	10. K. B. to Q. B. fourth
11. Q. B. to K. Kt. fifth	11. K. P. one
12. B. takes B. (check)	12. Q. takes B.
13. Q. to K. second	13. Kt. to his fifth
14. K. R. P. one	14. Kt. to K. fourth
15. Kt. to Q. B. third	15. K. B. P. one
16. Q. R. to Q. square (*a*)	16. P. takes B.
17. R. takes Q. P.	17. Q. to K. second
18. Q. takes K. P. (*b*)	18. Kt. to Q. second
19. K. R. to Q. square	19. Q. R. to Q. square
20. Q. R. takes P. at K. Kt. fifth	20. B. takes K. B. P. (check)
21. K. to R. square (*c*)	21. Q. takes Q.
22. Kt. takes Q.	22. B. to Q. Kt. third
23. R. takes K. Kt. P.	23. Kt. to Q. B. fourth (*d*)
24. R. takes R. (check)	24. K. takes R.
25. Kt. takes Kt.	25. B. takes Kt.
26. Q. Kt. P. two	26. B. to Q. Kt. third
27. Q. B. P. two	27. K. R. P. two
28. Q. B. P. one	28. K. B. to Q. B. second
29. K. to Kt. square	29. K. R. P. one
30. K. to B. second	30. R. to K. square
31. Q. Kt. P. one	31. R. to K. fourth
32. R. to Kt. eighth (check)	32. K. to Q. second
33. R. to Kt. seventh (check)	33. K. to B. square
34. R. to Kt. eighth (check)	34. K. to Kt. second
35. Q. B. P. one (check)	35. K. to Kt. third
36. Q. R. P. two	36. Q. R. P. two
37. R. to K. Kt. fourth	37. R. to K. R. fourth
38. K. to his third	38. B. to K. Kt. sixth
39. K. to Q. fourth	39. R. to K. B. fourth

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
40. R. to K. Kt. seventh	40. B. to Q. B. second
41. R. to K. Kt. fourth	41. R. to K. R. fourth
42. R. to Kt. eighth	42. R. to K. B. fourth (*e*)
43. R. to Kt. fourth	43. R. to K. R. fourth
44. R. to Kt. eighth	44. B. to K. fourth (check)
45. K. to Q. B. fourth	45. K. to B. second
46. K. to Q. fifth	46. R. to K. R. square
47. R. takes R.	47. B. takes R.
48. K. to Q. B. fifth	48. B. to Q. B. sixth
49. Q. Kt. P. one (check)	49. K. to B. square
50. K. to Q. Kt. fifth	50. B. to K. eighth
51. K. to R. sixth	51. B. to Q. seventh
52. K. to Kt. fifth	52. B. to K. eighth
53. K. to B. fourth	53. B. to K. B. seventh
54. Kt. P. one (check)	54. K. to B. second
55. K. to Kt. fifth	55. B. to Q. R. second
56. K. to R. sixth	56. B. to Q. Kt. square
57. K. to Kt. fifth	57. K. to Q. third
58. K. takes R. P.	58. K. takes P.
59. K. to Kt. fourth	59. K. takes P.
60. K. to B. fourth	60. K. to Kt. third
61. K. to Q. third	61. K. to R. fourth
62. K. Kt. P. two	62. B. to K. B. fifth

AND WINS.

Notes to Game DXCI.

(*a*) Finely played.

(*b*) We should have checked with the Queen at her Knight's fifth.

(*c*) Had he taken this Bishop, Black would have gained a Rook in return, thus :—

White.	*Black.*
K. takes B.	Castles (giving check)
R. to K. B. fifth	Q. to her B. fourth (check), winning the Rook.

(*d*) Any other move would have lost the game.

(*e*) Intending, if White played his Rook to Queen's Rook's eighth, to have checked and then taken off the Queen's Rook's Pawn.

GAME DXCII.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. two	3. Q. B. P. one
4. Q. P. takes K. P.	4. Q. to her R. fourth (check)
5. Q. B. P. one	5. Q. takes K. P.
6. K. B. to Q. third	6. B. to Q. B. fourth
7. K. Kt. to B. third	7. Q. to K. second
8. Castles	8. Castles
9. K. P. one	9. Kt. to his fifth
10. B. takes K. R. P. (check)	10. K. takes B.
11. Kt. to his fifth (check)	11. K. to Kt. square
12. Q. takes Kt.	12. Q. takes K. P.
13. Q. to K. R. fifth	13. Q. to K. B. fourth
14. K. Kt. P. two	14. Q. to K. Kt. third
15. Q. takes Q.	15. P. takes Q.
16. B. to K. third	16. B. takes B.
17. P. takes B.	17. R. takes R. (check)
18. K. takes R.	18. Q. P. two
19. K. R. P. one	19. Kt. to Q. second
20. Kt. to Q. second	20. Kt. to K. fourth
21. K. to Kt. second	21. B. to Q. second
22. Q. Kt. to K. B. third	22. Kt. to Q. sixth
23. R. to Q. square	23. Kt. takes Q. Kt. P.
24. R. to Q. Kt. square	24. Kt. to Q. B. fifth
25. R. takes Q. Kt. P.	25. R. to Q. square
26. K. to his B. second	26. Q. R. P. two
27. K. P. one	27. Kt. to Q. third
28. R. to Q. B. seventh	28. Kt. to Q. Kt. fourth
29. R. to Kt. seventh	29. Kt. takes B. P.
30. K. P. one	30. B. to his square
31. R. to B. seventh	31. Kt. to K. fifth (check)
32. K. to his third	32. Kt. takes Kt.
33. Kt. takes Kt.	33. Q. P. one (check)
34. K. to Q. second	34. B. to Q. second
35. K. to Q. third	35. B. to K. square
36. Kt. to K. sixth (*a*)	36. R. to Q. second
37. R. takes R.	37. B. takes R.
38. Kt. to Q. B. fifth (*b*)	38. B. to his square
39. K. takes P.	39. K. to B. second

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
40. Kt. to K. fourth	40. B. to Q. R. third
41. Kt. to K. Kt. fifth (check)	41. K. to his second
42. K. to B. fifth	42. B. to Kt. fourth
43. K. to Q. fourth	43. Q. R. P. one
44. Q. R. P. one	44. B. to K. B. eighth
45. K. to B. fifth	45. B. to Q. Kt. fourth
46. Kt. to K. B. third	46. K. to his third
47. Kt. to Q. fourth (check)	47. K. takes P.
48. Kt. takes B.	48. P. takes Kt.
49. K. takes P,	

AND BLACK RESIGNED.

Notes to Game DXCII.

(*a*) He might also have taken the King's Knight's Pawn with the Rook, and then played the Knight to King's sixth.

(*b*) A better move than taking the Pawn, which could always be secured by his King.

GAME DXCIII.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. two
3. K. Kt. to K. second	3. Q. P. one
4. K. Kt. to his third	4. Q. Kt. to B. third
5. Q. Kt. to B. third	5. K. Kt. to K. second
6. K. B. to K. second	6. Q. Kt. to Q. fifth
7. Q. Kt. to Q. fifth	7. K. Kt. takes Kt.
8. Q. B. P. takes Kt.	8. Q. to K. R. fifth
9. Q. P. one	9. K. B. to K. second
10. Castles	10. Castles
11. K. B. P. two	11. K. B. P. two
12. B. P. takes K. P.	12. Q. P. takes P. (*a*)
13. K. P. takes K. B. P.	13. Q. B. takes P.
14. Kt. takes B.	14. Kt. takes Kt.
15. K. B. to K. Kt. fourth	15. K. Kt. P. one

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
16. Q. B. to Q. second	16. K. R. P. two
17. B. takes Kt.	17. P. takes B.
18. B. to his third	18. B. to Q. third
19. R. to B. third	19. R. to B. second
20. R. to R. third	

AND, AFTER A FEW MORE MOVES, WHITE LOST THE GAME.

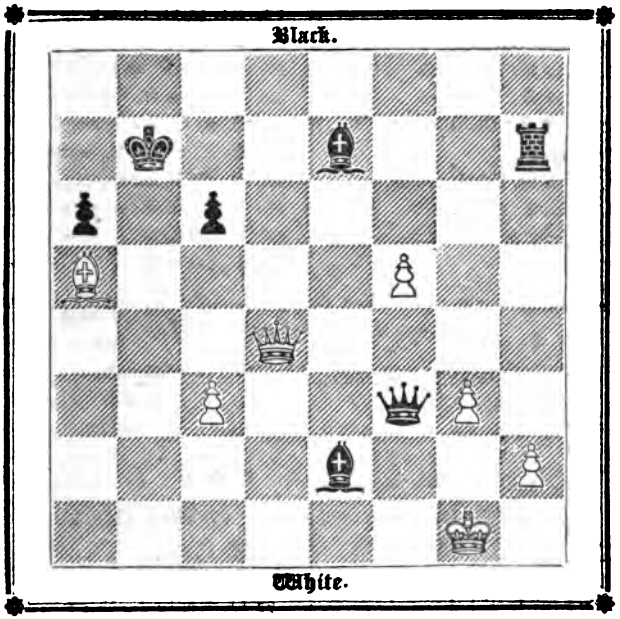
Note to Game DXCIII.

(*a*) White would have played ill if he had advanced his King's Bishop's Pawn.

PROBLEM No. 181.

By Mr. William Bone.

White, playing first, mates in seven moves.



GAME DXCIV.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. K. Kt. to B. third	3. Kt. takes P.
4. Kt. takes P.	4. Q. P. two
5. Q. to K. second	5. P. takes B.
6. Q. takes Kt.	6. Q. to K. second
7. Q. Kt. to B. third	7. K. B. P. one
8. K. Kt. takes P.	8. Q. takes Q.
9. Q. Kt. takes Q.	9. Q. Kt. P. two
10. K. Kt. to K. third	10. Q. B. to Q. Kt. second
11. Q. Kt. to Q. B. third	11. Q. R. P. one
12. Castles	12. Q. Kt. to Q. second
13. K. R. to K. square	13. K. to B. second
14. Q. P. two	14. Kt. to Q. Kt. third
15. Q. B. to Q. second	15. K. Kt. P. one
16. Q. R. to Q. square	16. K. B. to Q. third
17. Q. Kt. P. one	17. K. R. P. two
18. Q. Kt. to K. second	18. K. R. P. one
19. K. R. P. one	19. Kt. to Q. fourth
20. Kt. takes Kt.	20. B. takes Kt.
21. Q. B. to K. B. fourth	21. K. Kt. P. one
22. B. takes B.	22. P. takes B.
23. Kt. to Q. B. third	23. B. to Q. Kt. second
24. Q. P. one	24. Q. R. to Q. B. square
25. Q. R. to Q. third	25. K. B. P. one
26. Q. R. to K. third	26. K. R. to K. square
27. R. takes R.	27. R. takes R.
28. R. takes R.	28. K. takes R.

The remaining moves were taken down inaccurately, but we believe the game was ultimately won by White.

GAME DXCV.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
4. Q. B. P. one	4. Q. to K. B. third (*a*)
5. Q. Kt. P. two (*b*)	5. B. to Q. Kt. third
6. Q. Kt. P. one	6. Kt. to Q. R. fourth
7. B. to K. second	7. Q. to K. Kt. third
8. Castles (*c*)	8. Q. P. one
9. Q. P. two	9. Q. B. to K. R. sixth
10. K. Kt. to his fifth	10. B. takes K. Kt. P.
11. K. takes B.	11. K. R. P. one
12. K. B. to K. R. fifth	12. Q. to B. third
13. Kt. takes K. B. P.	13. K. Kt. P. one
14. Kt. takes R.	14. Q. takes Kt.
15. B. takes P. (check)	15. K. to his second
16. B. to his fifth	

AND WHITE RESIGNED.

Notes to Game DXCV.

(*a*) This is a very exceptionable move.

(*b*) The first player may also play his Queen's Pawn two squares with advantage, upon which the following variation, hitherto, we think, unnoticed by Chess writers, will probably occur.

Black.	*White.*
Q. P. two	P. takes P.
K. P. one	Kt. takes P. or (A)
Q. to K. second	

And the second player must lose a piece.

(A)

Black.	*White.*
Q. P. two	P. takes P.
K. P. one	Q. to K. Kt. third
P. takes P.	

The opening player has a capital game.

(*c*) Better play than taking the King's Pawn.

PROBLEMS FOR YOUNG PLAYERS.*

By M. LOQUIN.

No. 164.

White.	*Black.*
K. at Q.'s sixth	K. at his B.'s second
R. at K. Kt.'s fifth	
Pawn at Q.'s seventh	

White, playing first, mates in three moves.

No. 165.

Close of a game between Messrs. G. WALKER and COCHRANE.

White.	*Black.*
K. at his Kt.'s fourth	K. at his Kt.'s third
R. at Q. Kt.'s third	R. at Q. Kt.'s third
Pawns at K. Kt.'s third, and Q. Kt.'s second	Pawns at Q. B.'s fourth, and Q. R.'s second

White, Mr. Walker, had to move, and won by force.

No. 166.

By HERR KLING.

White.	*Black.*
K. at his B.'s sixth	K. at his R.'s square
R. at Q.'s fourth	R. at Q. Kt.'s square
R. at Q. B.'s third	R. at Q. R.'s seventh
B. at Q. Kt.'s second	Kt. at K. R.'s seventh
Pawn at K. Kt.'s sixth	Pawns at K.'s seventh, and Q. Kt.'s fourth

White to play, and mate in four moves.

No. 167.

End of a game between Sir JOHN BLUNDEN and Mr. C. FORTH, in a match now pending.

White.	*Black.*
K. at his B.'s third	K. at his R.'s third
R. at Q. Kt.'s seventh	R. at Q. Kt.'s fifth
Pawns at K. Kt.'s third, K. Kt.'s fourth, Q. Kt.'s second, and Q. R.'s second	Pawns at K. R.'s second, K. Kt.'s third, Q. B.'s fourth, and Q. R.'s third

* For the Solutions to Problems for Young Players in our last Number, see pages 171 and 172 of the June Number.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our last Number.

No. 176.

White.	*Black.*
1. Q. to K. B.'s fourth (check)	1. K. to Kt.'s second
2. R. to K.'s seventh (check)	2. Q. to K. B.'s second
3. Q. to K. B.'s sixth (check)	3. K. to his B.'s square
4. R. to K.'s eighth (check)	4. K. takes R.
5. Q. to her eighth (CHECK-MATE).	

No. 177.

For the following ingenious Solution of this Problem in *five*, instead of seven moves, we are indebted to Mr. T—— an accomplished amateur of the St. George's Chess Club.

White.	*Black.*
1. R. to K. R.'s seventh	1. K. to B.'s third, or (A)
2. Kt. to K.'s fifth	2. K. to his third
3. B. to Q. B.'s fifth	3. K. to B.'s third
4. B. to K. B.'s eighth	4. K. to his third, or (B)
5. R. to K. R.'s sixth (CHECK-MATE).	

(A)

White.	*Black.*
1. R. to K. R.'s seventh	1. K. to Q.'s third
2. Kt. to K.'s fifth	2. K. to his third
3. B. to Q. B.'s fifth, &c.	

(B)

White.	*Black.*
	4. K. to his Kt.'s fourth
5. B. to K.'s seventh (CHECK-MATE).	

No. 178.

White.	*Black.*
1. Kt. to Q.'s seventh (check)	1. K. to B.'s fourth
2. Q. to K. Kt.'s fifth (check)	2. K. takes Q.
3. R. to Kt.'s fourth (check)	3. K. to B.'s fourth
4. K. P. one (CHECKMATE).	

No. 179.

White.	*Black.*
1. R. to Q. B.'s seventh (check)	1. K. to his B.'s third
2. Kt. to Q.'s fifth (check)	2. K. to his third
3. Kt. to K. B.'s fourth (double check)	3. K. to his B.'s third
4. Q. to K.'s sixth (check)	4. Kt. takes Q.
5. Kt. to Q.'s fifth (CHECKMATE).	

SOLUTIONS

TO THE

PROBLEMS FROM M. BILGUER'S HANDBOOK OF CHESS,

Published in our last Number.

No. 1.

White.	*Black.*
1. Q. R. P. one (check)	1. K. to Q. R.'s fourth
2. Kt. P. two (check)	2. K. to R.'s third
3. Kt. to K.'s sixth	3. R. to Q. B.'s square
4. Q. P. one	

And play as Black can, he must be mated next move.

No. 2.*

White.	*Black.*
1. Q. to her R.'s eighth (check)	1. K. to Q.'s second
2. R. checks	2. K. to B.'s third
3. R. to Kt.'s fourth (discov. ch.)	3. K. to Q.'s second
4. P. one (check)	4. K. to Q.'s third
5. K. P. one (check)	5. K. takes P.

---

* *In setting up this position, we think the Black King should stand on Q. B.'s Square, to prevent the interposition of the Black Bishop when White first checks with the Queen.*

White.	*Black.*
6. Q. to her Kt.'s eighth (check)	6. K. to his fifth
7. K. to B.'s fifth (discov. ch.)	7. K. to Q.'s sixth
8. Q. to Kt.'s fifth (check)	8. K. to B.'s seventh
9. R. to B.'s fourth (check)	9. K. to Q.'s sixth
10. Kt. to K. B.'s fourth (CHECKMATE).	

CHESS PROBLEM.

KING, QUEEN, AND KNIGHT, TO MATE SINGLE KING, ON ANY GIVEN SQUARE OF THE BOARD.

By Mr. WILLIAM BONE.

THE consideration of the relative powers of the above quantities of opposing Chess-force becomes the more interesting from the discovery, originating with the celebrated Hungarian Chess Professor, M. Szen, and communicated to the Chess world through Mr. George Walker's *Philidorian*, 1838, (p. 96,) as well as subsequently in the *Palamède*, Vol. 2, New Series, 1842, (p. 263,) that King, Queen, and Bishop, alone, could checkmate adverse single King, by force, on any one given square of the board; SAVE AND EXCEPT those two squares technically described as the Knight's second and seventh, on the long diagonal, of the colour on which Bishop runs; on neither one of which two squares can such mate be forcedly given. Now it is curious indeed to find, that by substituting Knight for Bishop, the mate is forced on all squares without exception; thus tending remotely to confirm the opinions of the best judges, that at the close of the game the Knight is intrinsically stronger than his fellow minor piece, the Bishop; simply because the former ranges on both colours.

I must premise the analysis of my problem, by stating that its details are far too diffuse to print as a whole; since the necessary Variations in a complete form, as I have them, indeed, all written down in MS., would of themselves fill a small volume. Every move that could be possibly played by single King has been taken down by me in writing; and as my friend Mr. George Walker has since gone over the whole manuscript, it appears to be altogether unnecessary for our present purpose to give more here than the leading Variations; selecting of course in preference the most favourable modes of play for single King; that is to say, those methods of defence which contribute the most to prolonged resistance. The Variations I proceed to give, form, indeed, so complete a key to the Problem, that after playing them through, it is barely possible any situation could

arise which the student will not readily solve, by applying thereto the principles on which my demonstration is founded.

The first thing which strikes our attention is that it is perfectly unnecessary to show how to mate on any one of the outermost line of squares; since it is a well established fact that King and Queen alone can force checkmate against single King, on any one of the twenty-eight border houses. It must be also obvious, that if we divide the thirty-six remaining squares into quarters of the field, a demonstration of forced mate on each square of either one of these four quarters must be strictly applicable to the remainder.

And even this becomes unnecessary to our Solution, when, following up our last observation, we find the opposing corners of each quarter-square in similar relation; so that at last we have but to show the forced mate on six of the nine squares constituting the quarter described; as by turning the board we find the remaining three squares yielding analogous situations.

To make this clearer, I name individually the six squares on which, if White forces mate, we equally prove the power of mating on either of the others. These are:—

1. The King's fifth—(White's),
2. King's sixth,
3. King's seventh,
4. King's Bishop's sixth,
5. King's Bishop's seventh, and
6. King's Knight's seventh.

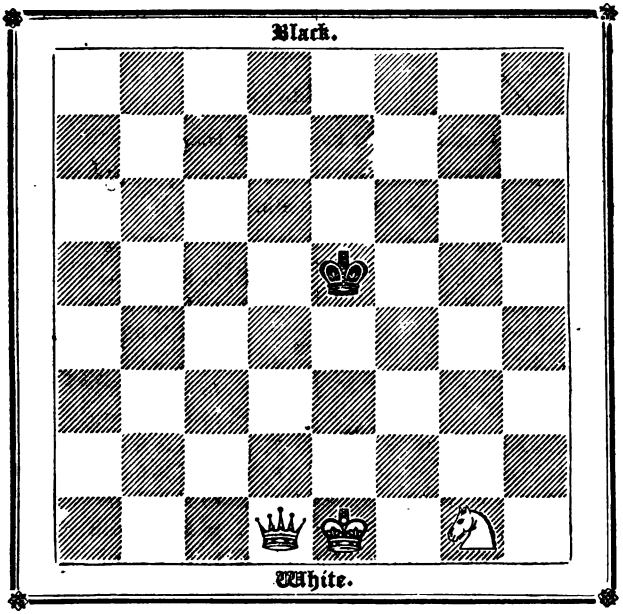
The three squares required in addition to form the quarter of the thirty-six squares before described, are White's King's Bishop's fifth, King's Knight's fifth, and King's Knight's sixth; and these, I say, are provided for, in proving the possibility of mating on the trio of squares which form their partners; viz., the White King's sixth and seventh, and White King's Bishop's seventh.

The position of the pieces at starting is perfectly immaterial to the result, and I therefore suppose the superior force (White) to be in their first position, and Black King in the middle of the board. The single King I describe as Black. Throughout the Solution of our Problem, let White trio be where they may, the Queen can easily force Black King to occupy two of the corner squares of the board, while White King and Knight take up their required positions.

Dismissing further introduction, then, I at once proceed to give the outlines of the six methods of play necessary to mate forcedly on the six squares already named; selecting that Variation of each method which yields the most vitality to Black King.

We will first place the pieces, with the aid of a diagram.

FIRST EXAMPLE.



In this position, Black King is alone on White's King's fifth, and we shall mate him by force on the square he now occupies.

White.	*Black.*
1. Q. to her seventh	1. K. to K. B.'s third
2. K. to B.'s second	2. K. to Kt.'s third

Variations springing out of this, as out of the previous move, are dismissed by me as included in the category previously alluded to; all being equally solvable upon the principle laid down in my leaders, but none of them affording Black a more prolonged degree of resistance.

3. Kt. to K. R.'s third	3. K. to K. B.'s third
4. Kt. to K. B.'s fourth	4. K. to Kt.'s fourth
5. K. to B.'s third	5. K. to R.'s third
6. Q. to K. B.'s seventh	6. K. to Kt.'s fourth
7. Q. to K. Kt.'s sixth (check)	7. K. to R.'s fifth
8. Q. to K. R.'s seventh (check)	8. K. to Kt.'s fourth
9. Q. to K. R.'s eighth	9. K. to B.'s fourth

White.	*Black.*
10. Q. to K. R.'s sixth	10. K. to his fourth
11. K. to his third	11. K. to B.'s fourth
12. Q. to K. Kt.'s sixth (check)	12. K. to his fourth
13. Q. MATES at K.'s sixth	

SECOND EXAMPLE.

Position of the Pieces as in Diagram.

Black King to be mated on his third square; that is, White King's sixth.

White.	*Black.*
1. Q. to Q.'s seventh	1. K. to K.'s fifth
2. K. to B.'s second	2. K. to K. B.'s fifth
3. Kt. to K. B.'s third	3. K. to K.'s fifth
4. K. to K. Kt.'s third	4. K. to K.'s sixth
5. Q. to Q.'s second (check)	5. K. to K.'s fifth
6. Kt. to R.'s fourth	6. K. to K.'s fourth
7. Q. to Q.'s seventh	7. K. to B.'s third
8. K. to Kt.'s fourth	8. K. to K.'s fourth
9. Kt. to K. B.'s fifth	9. K. to K.'s fifth
10. Q. to Q.'s eighth	10. K. to K.'s fourth
11. Q. to Q.'s fourth (check)	11. K. to K.'s third
12. K. to Kt.'s fifth	12. K. to B.'s second
13. Q. to Q. eighth	13. K. to K.'s third
14. K. to Kt.'s sixth	14. K. to his fourth
15. Q. to Q.'s fourth (check)	15. K. to K.'s third
16. Q. to Q.'s sixth (MATES).	

THIRD EXAMPLE.

Position of the Pieces as in Diagram.

Black King to be mated on White King's Bishop's sixth square.

White.	*Black.*
1. Q. to Q.'s seventh	1. K. to K. B.'s fifth
2. K. to B.'s second	2. K. to Kt.'s fourth
3. K. to Kt.'s third	3. K. to R.'s fourth
4. Kt. to B.'s third	4. K. to R.'s third
5. K. to Kt.'s fourth	5. K. to Kt.'s third
6. Kt. to Kt.'s fifth	6. K. to B.'s third
7. K. to B.'s fourth	7. K. to Kt.'s third
8. Q. to K. R.'s seventh (ch.)	8. K. to B.'s third
9. Q. gives MATE.	

Fourth Example.

Position as in Diagram.

Black King to be mated on his second, or White King's seventh.

White.	*Black.*
1. Q. to Q.'s seventh	1. K. to B.'s fifth
2. K. to B.'s second	2. K. to Kt.'s fourth
3. K. to Kt.'s third	3. K. to R.'s fourth
4. Kt. to B.'s third	4. K. to Kt.'s third
5. K. to Kt.'s fourth	5. K. to B.'s third
6. Q. to K.'s eighth	6. K. to Kt.'s second
7. K. to Kt.'s fifth	7. K. to R.'s second
8. Kt. to K.'s fifth	8. K. to Kt.'s second
9. Kt. to Kt.'s fourth	9. K. to R.'s second
10. Kt. to B.'s sixth (check)	10. K. to Kt.'s second
11. K. to B.'s fifth	11. K. to R.'s third
12. Q. to K. R.'s fifth (check)	12. K. to Kt.'s second
13. K. to K.'s fifth	13. K. to K. B.'s square
14. Q. to K. R.'s eighth (check)	14. K. to B. second
15. Q. to Kt.'s eighth (check)	15. K. to K.'s second
16. Q. MATES.	

Fifth Example.

Position as in Diagram.

To mate Black King on his Bishop's second square.

White.	*Black.*
1. Q. to Q.'s seventh	1. K. to B.'s fifth
2. K. to B.'s second	2. K. to Kt.'s fourth
3. K. to Kt.'s third	3. K. to R.'s fourth
4. Kt. to B.'s third	4. K. to Kt.'s third
5. K. to Kt.'s fourth	5. K. to R.'s third
6. Q. to K.'s eighth	6. K. to Kt.'s second
7. K. to Kt.'s fifth	7. K. to R.'s second
8. Kt. to K.'s fifth	8. K. to Kt.'s second
9. Kt. to Kt.'s sixth	9. K. to R.'s second
10. Q. to K.'s seventh (check)	10. K. to Kt.'s square
11. Q. to K. B.'s sixth	11. K. to R.'s second
12. K. to K. B.'s fifth	12. K. to R.'s third
13. Q. to K. R.'s fourth (check)	13. K. to Kt.'s second
14. Q. to K. R.'s eighth (check)	14. K. to B.'s second
15. Q. MATES.	

SIXTH AND LAST EXAMPLE.

Position as in Diagram.

Black King to be mated on his Knight's second square.

White.	*Black.*
1. Q. to Q.'s seventh	1. K. to B.'s fifth
2. K. to B.'s second	2. K. to Kt.'s fourth
3. K. to Kt.'s third	3. K. to R.'s fourth
4. Kt. to B.'s third	4. K. to Kt.'s third
5. K. to R.'s fourth	5. K. to R.'s third or B.'s third
6. K. to Kt.'s fourth	6. K. to Kt.'s third
7. Kt. to K.'s fifth (check)	7. K. to R.'s third
8. Q. to K.'s eighth	8. K. to Kt.'s second
9. K. to Kt.'s fifth	9. K. to R.'s second
10. Kt. to Kt.'s fourth	10. K. to Kt.'s second
11. Kt. to R.'s sixth	11. K. to R.'s second
12. Q. to Q.'s eighth	12. K. to Kt.'s second
13. Q. MATES.	

In concluding this study, I must remark, that should further exemplification of the Solution be deemed necessary, notwithstanding the copious key herein furnished, I shall be happy to receive, and reply to critical *and reasonable* objections and questions, through the medium of "THE CHESS PLAYER'S CHRONICLE."

[The Editor of "THE CHESS PLAYER'S CHRONICLE" cannot dismiss this very scientific and interesting article without expressing his satisfaction at having now the honour to enrol Mr. William Bone's name among the contributors to this Periodical. Mr. Bone's Chess Problems have long since taken rank as second to none produced by authors of our own time; and of these, some of the best and most difficult, hitherto unpublished in any form, will be kindly permitted, anon, to deck the pages of "THE CHRONICLE."]

THE MUZIO GAMBIT.

A NUMBER of cleverly played games at this opening have just reached us, all turning on the sacrifice of the King's Bishop as well as the Knight, a variation lately struck out by Captain J. G. BELL, a skilful amateur of North Britain, who has successfully adopted it against a host of competitors.

The following specimen of this novel "Muzio," is all we can at present find space for, but in treating of the Gambits we shall give it due consideration.

GAME 1.

White. (Capt. J. G. B.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B.'s third	3. K. Kt. P. two
4. K. B. to Q. B.'s fourth	4. K. Kt. P. one
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B.'s third
7. Q. Kt. to B.'s third (*a*)	7. Q. to her fifth (check)
8. K. to R. square (*b*)	8. Q. takes B.
9. Q. P. one	9. Q. to K.'s third
10. B. takes P. (*c*)	10. Q. B. P. one
11. B. takes Q. Kt.	11. R. takes B.
12. Q. R. to K.'s square	12. K. B. to Q. Kt.'s fifth
13. Kt. to Q.'s fifth (*d*)	13. P. takes Kt.
14. P. takes P.	14. Q. takes R.
15. Q. takes K. B. P. (check)	15. K. to Q.'s square
16. R. takes Q.	16. B. takes R.
17. P. to Q.'s sixth	

AND BLACK RESIGNED.

Notes to Game 1.

(*a*) By this move the attacking player gives up what strikes us as the most important auxiliary for sustaining the attack, his King's Bishop, without, we must confess, appearing to gain any thing like an equivalent advantage of position.

(*b*) In many of the games White now interposes his Rook, which enables him more rapidly to concentrate his forces upon the adverse King's weak point.

(*c*) Instead of this move the Knight may be effectively played to Queen's fifth.

(*d*) Very well played.

ELEMENTARY LESSONS,

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION THIRD.

Lesson Sixteenth.

ON THE KING'S KNIGHT'S OPENING.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. Q. P. two

Black's second move, although inferior to Q. Kt. to B.'s third—may be played without much danger.

3. K. Kt. takes P.	3. Q. to K. second

If, instead of this move, Black takes P. with P., White should play his K. B. to Q. B.'s fourth, and pursue the attack as follows:—

	P. takes P.
K. B. to Q. B.'s fourth	*Q. to K. Kt.'s fourth (best)*
Q. P. two	*Q. takes K. Kt.'s P.*
K. R. to B.'s square	*Q. B. to K.'s third*
Q. P. one	*Q. Kt. to Q.'s second (better play than B. to K. R.'s sixth)*
P. takes B.	*Kt. takes Kt.*
P. takes K. B. P. (check)	*Q. Kt. takes P.*
K. B. takes Kt. (check)	*K. takes B.*
Q. to her fifth (check)	*K. to his square*
Q. takes Q. Kt.'s P.	*Q. R. to Q.'s square*
Q. to her Kt.'s fifth (check)	*K. to B.'s second*
Q. to Q. B.'s fourth (check)	*K. to Kt.'s third*
B. to K.'s third	

And play as Black can, he must have the weaker game.

4. Q. P. two	4. K. B. P. one

In this position, if White retire his Kt. to Q.'s third, Black should take K. P. with P. White may, however, instead of retreating the Kt., play his Queen to K. R.'s fifth, checking, in which case Black must interpose his K. Kt. P. and he will win a piece. White's best move appears to be:—

5. K. Kt. to his fourth	5. Q. B. takes Kt.
6. Q. takes B.	6. Q. takes P. (check)
7. Q. takes Q.	7. P. takes Q.

The game is equal.

Variation on White's third move.

White.	*Black.*
3. Q. Kt. to B.'s third	3. Q. P. one
4. Q. Kt. to K.'s second	4. K. B. to Q.'s third
5. Q. P. one	5. K. B. P. two

Black has a good position.

Variation commencing at White's fifth move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. Q. P. two
3. K. Kt. takes P.	3. Q. to K.'s second
4. Q. P. two	4. K. B. P. one
5. Q. Kt. to B.'s third	5. P. takes K. Kt.

The idea of bringing the Queen's Knight into play at this point, and thus compelling the adversary to capture the other Knight, and subject himself to the terrible attack consequent on taking it, is Mr. Cochrane's, and is quite characteristic of that gentleman's brilliant and inventive style of play.

If Black, apprehensive of the attack his opponent must get by sacrificing the Knight, plays Q. B. P., White should check with his Queen at K. R.'s fifth, and thus obtain a decisive advantage :—

6. Q. Kt. takes Q. P.	6. Q. to Q.'s third, or (A)
7. Q. P. takes P.	7. Q. takes P.

If he play the Queen to Bishop's third, White gains her by moving King's Bishop to Queen's Knight's fifth, checking King and Queen if she takes the Bishop; and if the Queen is moved to her Bishop's fourth, by advancing his Queen's Knight's Pawn two, White also wins her. Black's best move, therefore, is to take the Pawn, or retire the Queen to her own square again :—

8. Q. B. to K. B.'s fourth	8. Q. takes K. P. (checks)
9. K. B. to K.'s second	9. Q. Kt. to R.'s third
10. Castles	10. K. B. to Q.'s third
11. K. B. to K. R.'s fifth (check)	11. K. to Q.'s square
12. K. R. to K.'s square	12. Q. to her B.'s fifth
13. Q. B. takes B.	13. Q. B. P. takes B.
14. Kt. to Q. Kt.'s sixth, and WINS.	

(A)

White.	*Black.*
	6. Q. to K. B.'s second
7. K. B. to Q. B.'s fourth	7. Q. B. to K.'s third
8. Kt. takes Q. B. P. (check)	8. Q. takes Kt.
9. K. B. takes B.	9. K. P. takes P.
10. Q. takes P.	10. Q. to her third
11. Q. to her B.'s fourth	11. Q. to Kt.'s fifth (check)

The game is about equal.

MATCH OF CHESS,

BY CORRESPONDENCE,

BETWEEN PARIS AND PESTH (HUNGARY).

The following are all the moves we have yet received in this interesting contest.

Game commenced by Paris, Nov. 1842.

White. (PARIS.)	*Black.* (PESTH.)
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. Q. Kt. to B.'s third
3. K. B. to Q. B.'s fourth	3. K. B. to K.'s second
4. Castles	4. K. Kt. to B.'s third
5. Q. P. two	5. Q. P. one
6. Q. P. one	6. Q. Kt. to his square
7. K. B. to Q.'s third	7. Castles
8. Q. B. P. two	8. Q. B. P. one

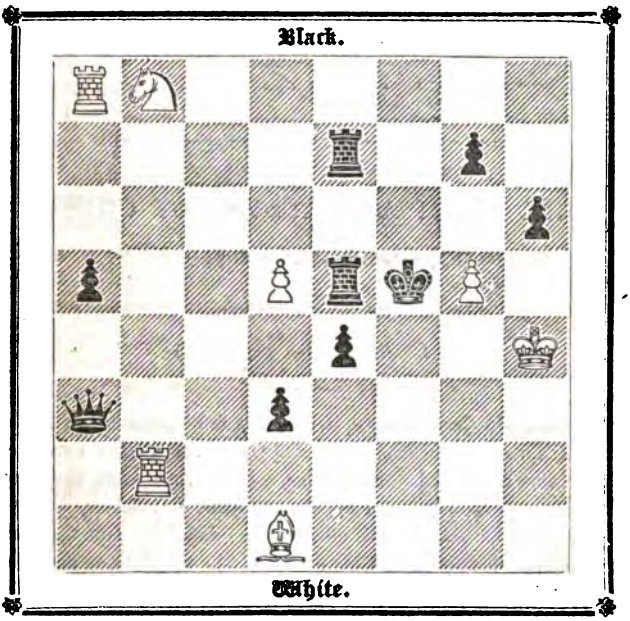
Game commenced by Pesth, Nov. 1842.

White. (PESTH.)	*Black.* (PARIS.)
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. K. Kt. to B.'s third
3. Kt. takes K. P.	3. Q. P. one
4. K. Kt. to B.'s third	4. Kt. takes K. P.
5. Q. P. two	5. Q. P. one
6. K. B. to Q.'s third	6. K. B. to Q.'s third
7. Castles	7. Castles
8. Q. B. P. two	8. Q. B. to K.'s third

PROBLEM, No. 182.

By — SCHMIDT.

White, playing first, mates in five moves.



THE MATCH BETWEEN THE CHESS-CLUBS OF NEW YORK AND NORFOLK, UNITED STATES.

THIS long contested match has at last reached its termination, having been begun in 1840. It consisted of two games played simultaneously and by correspondence. One of the two games was won by the New York Club, the other being drawn. The New York Club thereupon claimed to have won the match; a claim resisted by the Norfolk Club, who maintained that the drawn game *counted for nothing;* that therefore only one of the two games agreed upon had been played; and that another must still be played in lieu of the one that proved drawn. If that should be won by the Norfolk Club, the parties would, of course, stand

even, and another game for "the conqueror" would be necessary, according to the terms of the match. This raised a nice question as to the effect of a drawn game in a match of Chess, in the absence of any special stipulation on the subject. In the settlement of the terms of the match, it had been agreed that any question of dispute that should arise, should be referred to the arbitration of J. L. O'Sullivan, Esq., (then a resident of Washington, though now of New York). An elaborate discussion of the question passed to and fro between the parties, in written arguments, which was not closed till the 30th ult. The decision has been given in favour of the New York Club; who are now therefore the winners of the match, and of course entitled to the trophy of victory, which was to be a handsome Chess board and pieces.

THE LIGHT AND LUSTRE OF CHESS.

(AN ORIGINAL PAPER.)

By G. Walker.

(*Continued from page* 222.)

Leaving Il Puttino to rest quietly for a few moments on his laurels, we cannot forbear glancing transiently over the varied narrative just presented of what may be termed his toilsome ascent to the very apex of Chess fame. The manner of the narrator, Dr. Salvio, has a good deal of Defoe about it; the simplicity of his details stamps them with an air of profound and literal truth; confirmed by the date of Salvio's publication, so closely pressing upon the heels of his merry histories. Who would think that mirth could be fashioned out of Chess?—but laughter we hold to be one of the chief distinguishing marks between man and brute. Deep thinkers delight in a jest, while the hooded owl wears its all of profundity upon its shaded brow. Our paladins, in the scenes before us, roam from clime to clime, and sea to sea, in quest of adventure, like true Knights errant. Is there a lady's heart to be won at Chess?—Leonardo is the gallant to essay that spell's solution. Is there a pirate to be conquered?—a bearded Turk to be shaven and shorn?—our Youth caps the crescent with the cross, and converts the Chess-board for the nonce into a veritable exchequer,—paying his ducats *out of that*, and charging handsomely for the lesson to boot. Beaten at first by Ruy Lopez, Leonardo naturally feels "great disgust!" and, like the wounded bird, seeks his family nest; biding patiently his time till strong enough to *have another shy*. The final issue of this remains to be told.

The entrance of Paolo Boi upon the scene is highly and essentially

dramatic. He could not repose in his bed for the reputation of Il Puttino. It haunted his waking thoughts; it pervaded his midnight dreams. Earth is narrow for the haughty of soul; it may not hold *two* Paolos. The quiet air with which he first reveals his presence to Leonardo is delightful. "Had I not perceived the *coup*, then were I not the Syracusian!" One can fancy the sensation produced by these words in an era when feeling and impulse were all in all. The uprising of Byron's Dervise in the Pasha's hall not less "amazed the sight," than we may suppose would be the effect of the Syracusian Chief's thus emphatically dashing away disguise, and proclaiming proudly his identity. The glove, so chivalrously offered, is no less courteously raised; no vain delay is sought for, no respite given. The lists are fixed on the moment, and the Prince and Princess do the honours of the field; preparing doubtless the victor's prize in this interesting tournament. Our combatants do their devoir manfully; shivering their spears like porcelain, and bearing themselves as valiant champions. Neither party gains the ascendancy, and the honours of the day are shared between them. We yearn, nevertheless, slightly toward him of Syracuse, as being the more rapid fighter, and the gallant proposer of the dangerous Gambit. Paolo Boi will reappear upon the scene. Leonardo sails away in the night; whereat we doubt not a few sharp gibes were cast at morning. We will not—we dare not—believe the Puttino feared to renew the battle; but Ruy Lopez, like night-mare, was sitting yet heavily on the soul of the Italian; and the Spanish adventure, as the first vowed, was the first to be prosecuted to the end. Paolo would keep!

The Scapin-like manner in which poor Mucciaccio undergoes the operation of skinning were worthy of the craftiest Greek at Bond's or Tattersall's. We *hope* that the Spaniard was only visited by way of retribution, but *fear*, from the masterly strategy of his foes, that they were by no means too particular as to the qualities of their victim. There is a touch of "leggism" about this adventure, which we wish could be effaced from the Puttino's escutcheon. The white robes of Caissa are dragged through the dirt. Guzman d'Alfarache and Hardy Vaux frequently put their hands into other people's pockets, believing they were their own; and so, in *one* sense of the word, they were. Mistakes *will* happen to the best intentioned men. In our own day, a friend *sometimes* takes away a worse umbrella than that which he leaves. We fear the Chess principles of our worthy trio had a good deal of Macintosh in their composition;—they would bear stretching. Be this as it may, the scene is worthy of Boccaccio; and the parting letter, together with the bolting in the night to avoid a Spanish stiletto, form a retreat as masterly as that of Ney and Eugene through the black forests of the Berezina. The *naïve* fear of being done "an ill turn," which prompted this step, reminds us of Cellini's beautiful simplicity of expression when he tells us, that quarrelling with a friend he drew his dagger, "and gave

him three or four good cuts across the face." Oh! for the old times of our forefathers! Arcadian groves, lambs, nymphs, and swains!

But the time has come when Leonardo shall meet his ancient victor face to face. Ruy Lopez recognizes not in the grown man, the stripling who once bearded him so unsuccessfully in Rome. Very proud is the bearing of the Italian. He erects his crest like the battle horse when he hears the trumpet;—"I come to play Chess, provided I can find my equal!"—salutation simple and stern; enough to make the company, as it did, open their eyes with wonder. Leonardo aims at creating a sensation. Revenge is a very sweet morsel to us all; but especially so to an Italian. It will not be enough merely to defeat Ruy Lopez; but he shall be pulverised and ground to earth; him, and his whole Chess-playing generation. Well, a good hater is a good thing. We love an open foe. Killing in the dark suits only with souls of muck. Leonardo tosses down his fifty scudi, and at it they go, like two fighting bulls on the mountains of Andalusia. The craft of the Italian now in managing his winnings is admirable. Here, we enjoy the sweet delusion in which he suffers the Spaniard to rock his soul to sleep,—the end thereof bearing an intent above money-catching. "He may be better than I, thinks Lopez, but I doubt it, as he only wins an odd game; and after a few more trials, he'll break down, like most young players, before my experienced patience and skill." The noble Girone comes to the rescue, but falls by the side of his friend. The result of the Chess-pool, in which Leonardo unmasks his full force, and sweeps away the thousand scudi, reminds us irresistibly of the great De la Bourdonnais, who first came to the knowledge of his own Chess-strength, playing a similar match with Cochrane and Des Chappelles; each staking a Napoleon on the board every game. "When I saw the gold, said De la Bourdonnais to ourselves, I felt quite a new man; I went at it in earnest, and out of twenty-one pools, won eighteen!" But let us return to our *muttons*, and resume Salvio's history.

Now the tidings of these things came to the ears of the good King, Philip II., who would not believe it possible his favorite Ruy Lopez could have found a conqueror; and the Monarch accordingly determined himself to see the two play together. Hereupon the day was fixed, and the champions were brought into the royal presence; Ruy Lopez being introduced by a grandee of Spain, and Leonardo by the Count Crancio. Bending in lowly reverence, the King commanded them to rise, and to play upon a certain table, so that his Majesty might well and clearly overlook the moves; fixing the conditions of the match that the first winner of three games should receive a thousand scudi. Engaging then upon these terms, Leonardo purposely lost the two first games; upon which, the King rose to leave the apartment, with an unfavorable opinion of the skill of the Italian; but Leonardo threw himself on his knees, with these words—"I beg your Majesty not to go, for that which I have done has been purposely contrived to display my skill the more clearly. Your Majesty shall behold that of the three following games, I will win them all, and that without much

difficulty; and this I undertake to perform on pain of losing life. Know, moreover, O King, that for this thing came I hither purposely; having been moved thereto by the unseemly deportment of Ruy Lopez, when he conquered me, some time back, in Rome." At this speech, the King consented to remain, and then, indeed, was the proud boast of Leonardo made good; he winning the three games in succession, and thus honorably fulfilling his bold engagement. The King thereat greatly admired the Italian's skill, and covered him with favors; presenting him on the spot with the thousand crowns, as also a richly ornamented jewel, and one of the royal ermine mantles; bidding him moreover ask what boon he would, and it should be granted. Hereupon Leonardo gratefully thanked his Majesty for so much kindness, and demanded that his country should be freed for a certain number of years from all fiscal tribute; which the Monarch was graciously pleased to accord, fixing the time at twenty years. And thus terminated the meeting to the great satisfaction of the whole Court. Lastly, it is said by Signor Ricupido Scodes, a famous Chess-player, and friend of Leonardo, that after the death of the latter, the jewelled ornament, bestowed by Philip, fell into the possession of the Signor Don Carlo d'Avalos, whose wardrobe it served to beautify.

And so the day of retribution has come and gone, and the star of Ruy Lopez has paled and withered before the fiery advent of the Italian meteor. The catastrophe is worthy of its antecedent. When shone chivalry forth more brightly? The passage of arms between our heroes is a duello to the death; a striking home with sharpest sword and spear. Like two of Arthur's Knights contending in the listed jousts, each champion has his squire by his side; the guerdon to be reaped not being merely the thousand crowns, though that be a gift right royal,—but a prize combining name and renown, present and future—a word in the mouths of present men,—a fresco on the halls of time,—a writing on the marble scrolls of posterity. To appreciate fully the magnanimity of Leonardo, we must remember that he assuredly could not have rendered his adversary a full Pawn on each game, and played, Damocles-like, with the sword suspended over his head. For Philip was not a monarch to be lightly sported with. Disgrace was certainly at hand; disgrace of the bitterest quality,—should the brain reel and falter but for a single moment, under the intense pressure of this demand upon its powers; while the Court-champion, Lopez, fought upon roses, caring to win but one game out of the remaining three. Glory then to the wreath so gallantly won, and praise to Spain's ruler for his noble acknowledgment of the proud triumph of genius,—and honour—immortal honour to the pure-minded Puttino, who would ask nothing for himself, but claimed a remission of taxes for his beloved Cutri! O Chancellor of the Exchequer—lord of Dowhing Street,—what sayest thou to playing us at Chess this very day for our window rate?

Salvio's graphic chronicle reads on; and the sturdy Paolo Boi comes to avenge, fate willing, the conquered Spanish Bishop.

Now when Leonardo quitted Naples, Paolo Boi had remained some time in that city, to learn tidings of the Puttino's success at Madrid; and with that resolved to journey thither himself likewise in quest of fame and glory in Chess. Embarking, therefore, with a trusty follower, the Syracusian departed; arriving at Madrid immediately after the foretold passages had occurred between our Puttino and Lopez, undergoing many curious and strange adventures by the way, of which space allows us but to record that our brave Paolo was taken captive, and carried as a slave to Algiers, though instantly released. Great grief was the Syracusian's, on hearing, at the Court of Madrid, of all that had passed, that his coming hither had not been earlier, and he eagerly inquired out where Leonardo might be found. Passing then suddenly to the place, as directed, the Sicilian lighted upon Il Puttino playing Chess with Girone and Lopez; and not choosing to disturb the party, mingled quietly with the witnesses, looking over the play patiently; until the battle, being drawn, was adjourned unto the morrow. Rising from his seat, Leonardo was then made suddenly aware of the presence of *il buon* Paolo; and springing eagerly towards him, embraced the Sicilian with such demonstration of lively joy and affection, that all around thought he was a near relative. The first emotions of the meeting over, Leonardo informed the company of the name of the visitor; describing and commending his great acquirements in Chess. Paolo thanked our brave Leonardo for this favorable expression of opinion, but being naturally of haughty mien, drew up and coldly replied:—"Signor Leonardo, at the game of Chess I have yet one rival, and I now come to the Court of Spain with no other view, but to encounter him, resuming the contest we began long ago in Naples; determined this time to know which of us two shall wear the crown, and who has made most progress since we played in the palace of the Prince Gesualdo." These proud words being spoken in the face of the whole assemblage, Leonardo calmly and gallantly replied, that it would be his greatest pleasure to accept the cartel so nobly offered; and that the next day should decide the event between them. And then for the time they separated.

All the principal Chess-players attended the morrow with especial interest, but an unforeseen calamity frustrated their expected gratification. When Leonardo returned that evening to his dwelling, he found his faithful follower, Giulio Cesare, the same whom he had left behind at Genoa to conduct the correspondence with his so dearly-loved fair-one. He had come to Madrid with the heavy tidings that this lady had passed to a better life; commending her last words to her adored Leonardo. "*Tell him*," said she, "*that it pleases Heaven to break our contract; but that up to the present moment, I have been, since his departure, in every respect his loved and faithful consort.*" This spoken, with a sigh, she turned to the wall, and said no more word till death.

At this sad news, the now unhappy Leonardo was torn with the most violent grief; weeping a torrent of tears all night, refusing every sort of comfort. Finding himself utterly incapable of playing Chess, he sent word next morning, by his friend Rosces, to that effect; requesting the generous minded company to excuse his apparent breach of promise; alleging, with necessary concealment, that he had just learned the death of his mother. Such being the case, Paolo Boi played Chess with Girone; producing some beautiful games, and finally coming off the winner of the conquering party. The general judgment was pronounced, that

Paolo played much faster than Il Puttino, and with greater brilliancy of combination; but on the whole, perhaps, less solid and sound; hence the Lords of the Court wonderfully desired to see them matched together. However, Leonardo vanishing for a space from the scene, the Syracusian played alternately with Lopez and Girone, and then against the two united in counsel; coming off with the same success as Leonardo had previously reaped. As for the latter, meanwhile, finding his grief rather to increase than diminish, he resolved to leave Madrid altogether; first placing his gains in the safe custody of Signor Conte Crancioni; and so departing with his follower Giulio Cesare for Lisbon, without being equal even to take leave of the Court. It must be added, that Leonardo here addressed letters of sincere condolence to his dear friends at Genoa; so bereaved of their daughter. Arrived in Lisbon, the Puttino rested some days, his soul still torn with dolour, for love of his lost lady; and finding no relief but in solitude; to enjoy which he frequented constantly the lonely sea-side; breathing his sad thoughts there, at times, in poetic soliloquy.

Now it fell out, that a certain Portuguese gentleman, of congenial mind, frequented the same solitary retreat; and as he appeared to Leonardo to be equally heart-wrung with sorrow, a mutual interest ripened speedily to friendship. The Portuguese Cavalier spoke Italian perfectly well, and Leonardo was courteously received, after kind intreaty on the part of him of Lisbon that it might be so permitted, as a guest in the house of his new-found friend. Next morning having attended mass, they perambulated the streets of the city, where the Portuguese kindly pointed out those objects most worthy of notice; and then, having dined, besought Leonardo to tell him the story of his so-evident woe, promising, in return, to relate his own cause of present misery of heart. Leonardo consented, and narrated all that had happened since he left Cutri; on which the benevolent stranger much condoled with him, and tendered all the consolation in his power: confiding to the Puttino, that he also was labouring under the affliction of losing a dear lady by death; having previously had to combat with the blow of finding a former love unfaithful. The Portuguese moreover showed Leonardo many sweet poems he had composed to his solace, upon the ingratitude of the one, and the death of the other. Likewise he congratulated himself on having made the acquaintance of so great a Chess-player as Leonardo; he being himself fond of the game. He said the Puttino would find his account, in Lisbon, in Chess; the King, Don Sebastian, being passionately attached to this recreation; and having at court a professor of great repute, called Il Moro. This discourse naturally brought on an immediate game of Chess, the self-same hour, between the two now fast friends; and Leonardo showing forth his skill, the Portuguese was confounded with wonder and admiration. He promised to employ his best efforts that Leonardo should play with Il Moro in presence of the King; but thought it best the two champions should first try their skill in private; which he did not doubt to effect, being a personal friend of the Moor. Accordingly it was arranged that Il Moro should come to play a match with Leonardo, at the house of the Portuguese.

Like wildfire, the news flew over Lisbon, that an Italian Chess-player had the hardihood to encounter the famed Il Moro on equal terms; and the appointed spot for the meeting was thronged, at the time fixed, by eager spectators. Whither also, the Moor being come, Chess commenced; the parties playing

even, and both chivalrously disdaining less fierce modes of assault, than the Gambit of King or Queen. Leonardo not caring to win the first day, the result was perfect equality; which being reported to the King, Don Sebastian, that Monarch was graciously pleased to desire the valorous champions should play in his presence. This being effected, Leonardo manifested indeed his prowess; beating Il Moro in many games: which gave the King very great content, by reason of the pride of the Moor; who would never allow his equal in Chess could be met with, and now demanded his revenge of Leonardo. The contest being renewed on the morrow, Leonardo again came off the decided conqueror; on which the King heaped many favors upon him, and gave him the title of *Il Cavaliere errante*; because, like the Knights of old, he went over the earth, to humble the proud, and lower the repute of those of rival pretensions.

Leonardo dwelt some months with his friend at Lisbon, and then returned to the Court of Madrid; recruited in health and spirits, and eager for the promised encounter with the Syracusian. His reception was enthusiastic, and the narration of his doings while at Lisbon gave universal pleasure. Many lords and gentlemen awaited the coming of Leonardo to the Chess "conversazione" at Madrid; and every obstacle being removed, he sat down seriously to play with Paolo Boi, in presence of the first amateurs and professors of Spain and Italy. The battle continued during three whole days, night alone dividing the sittings; during the two first days, the champions were even; but the third day Paolo was conquered; which was, indeed, ascribed generally to his being unwell, or some similar cause. However this might be, stung with defeat so unwonted, Paolo Boi suddenly left Madrid next day for Italy; telling no man that he was about to go.

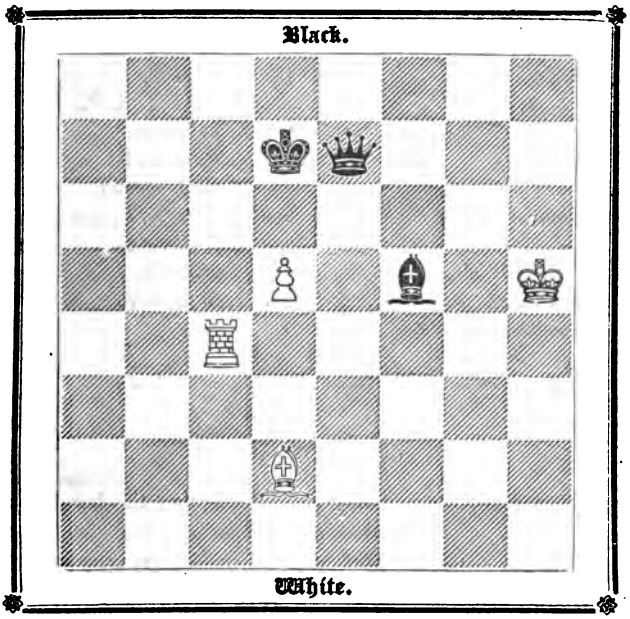
The Syracusian having thus departed, Leonardo remained yet a few days more at Court, and then left, accompanied by Rodriquez and Rosces, both in high spirits at the result of the campaign; and Il Puttino having with him a considerable sum of money. Unequal to again beholding Genoa, Leonardo would not stop there, but went straitway to Naples, where the party arrived in safety. Here they met with those great players, Michele di Mauro, Il Beneventano, l'Ametrano, Il Traino, and Il Genovini; all perhaps slightly inferior to Rosces, except Michele di Mauro, who played fully equal to him; and thence many friendly battles between the two. Leonardo remained permanently in Naples; having the honorable appointment of agent to the Prince di Bisignano. We must here be pardoned for anticipating the history of Paolo Boi, to relate, that after the latter subsequently became released from his captivity in Algiers, he returned to Naples; and played again many times with Leonardo, in presence of the Vice Roy, the Duke d'Ossuna; making always even games together. Leonardo finally left Naples to return to Cutri, his birth-place; and there, at the Court of the Prince di Bisignano in Calabria, was miserably and unhappily poisoned unto death, through jealous envy, in the 45th year of his age. Leonardo and Paolo Boi were styled the Light and Lustre of Chess.

(*To be continued in our next Number.*)

PROBLEM, No. 183.

By Mr. WILLIAM BONE.

White, playing first, draws the game.



GAME DXCVI.

The four following games were played by M. DE LA BOURDONNAIS, without seeing the Chess-board, at the Paris Chess Club, in 1836.

Between M. DE LA BOURDONNAIS and General HAXO.*

White. (M. DE LA B.)	*Black.* (Gen. H.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Q. to K. B. third
4. Q. Kt. to B. third	4. P. takes P.
5. Q. Kt. to Q. fifth	5. Q. to her square
6. K. B. to Q. B. fourth	6. K. B. to Q. B. fourth
7. Castles	7. K. R. P. one
8. Q. Kt. P. two	8. Q. Kt. takes P.

* *General Haxo is since dead. He commanded the Artillery at Waterloo, and was a great favourite with Napoleon.*

White. (M. De la B.)	*Black.* (Gen. H.)
9. Kt. takes Kt.	9. B. takes Kt.
10. Q. takes P.	10. K. Kt. to B. third
11. B. takes K. B. P. (check)	11. K. takes B.
12. Q. takes B.	12. Q. P. one
13. Q. to Kt. third (check)	13. B. to K. third
14. Q. takes Q. Kt. P.	14. Q. to her Kt. square
15. Q. R. to Q. Kt. square	15. Kt. takes P.
16. Q. takes Kt.	16. Q. takes R.
17. B. takes K. R. P.	17. Q. takes Q. R. P.
18. Kt. to his fifth (check)	18. K. to his second
19. B. takes Kt. P.	19. K. R. to K. Kt. square
20. R. to K. square	20. K. to Q. second
21. Kt. takes B.	21. Q. R. to K. square
22. Q. B. P. two	22. K. R. takes B.
23. Kt. to B. fifth (check)	23. P. takes Kt.
24. Q. takes R. (check)	24. K. to Q. third
25. Q. gives CHECKMATE.	

GAME DXCVII.

Between M. De la Bourdonnais and M. Jouy; the former playing without seeing the board.

Black. (M. Jouy.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. Q. P. two	2. P. takes P.
3. Q. takes P.	3. Q. Kt. to B. third
4. Q. to her third	4. K. Kt. to B. third
5. K. B. P. one	5. K. B. to Q. B. fourth
6. Q. B. to K. third	6. Q. to K. second
7. K. B. to K. second	7. Castles
8. Q. Kt. to B. third	8. Q. Kt. to K. fourth
9. Q. to her second	9. B. takes B.
10. Q. takes B.	10. Q. P. one
11. Castles	11. Q. B. to K. third
12. Q. Kt. P. one	12. Q. R. P. two
13. Q. Kt. to R. fourth	13. Q. Kt. P. two
14. B. takes P.	14. K. R. to Q. Kt. square
15. Q. B. P. two	15. Q. B. P. one
16. Q. Kt. to his sixth	16. P. takes B.
17. Kt. takes Q. R.	17. R. takes Kt.
18. P. takes P.	18. Q. R. P. one

Black. (M. JOUY.)	*White.* (M. DE LA B.)
19. K. to Q. Kt. second	19. P. takes P.
20. P. takes P.	20. Q. P. one
21. Q. R. to his square	21. R. takes R.
22. K. takes R.	22. Q. to R. sixth (check)
23. K. to Kt. square	23. P. takes K. P.
24. K. to Q. B. second	24. Q. to her R. seventh (check)
25. K. to Q. square	25. B. takes P. (check)
26. K. to his square	26. Kt. checks
27. K. to B. square	27. Q. to her Kt. eighth (check)
28. K. to his second	28. Q. gives MATE (*a*).

Note to Game DXCVII.

(*a*) This game is very ill played throughout by Black.

GAME DXCVIII.

This, and the next game, were played by M. DE LA BOURDONNAIS *simultaneously*, without his seeing either of the boards, and were both concluded in about an hour and a half. In the first, his opponent was M. LECRIVAIN, who being unable to remain and finish the game, it was terminated on his side by M. PELLETIER, the celebrated Chemist. The second was played with M. BONFIL.

White. (M. DE LA B.)	*Black.* (M. L—.)
1. K. P. two	1. K. P. one
2. K. B. P. two	2. Q. P. two
3. K. P. one	3. Q. B. P. two
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. B. P. one	5. Q. to her Kt. third
6. K. B. to Q. third	6. Q. R. P. one
7. K. B. to Q. B. second	7. Q. B. to Q. second
8. Q. P. two	8. P. takes P. (*a*)
9. P. takes P.	9. K. B. checks
10. Q. Kt. to B. third	10. K. Kt. to K. second
11. Castles	11. Castles on K. side
12. B. takes K. R. P. (check)	12. K. takes B.
13. K. Kt. checks	13. K. to Kt. square (*b*)
14. Q. to K. R. fifth	14. K. R. to Q. B. square
15. Q. takes K. B. P. (check)	15. K. to R. square

White. (M. De la B.)	*Black.* (M. L—.)
16. Q. to K. R. fifth (check) (*c*)	16. K. to Kt. square
17. Q. to R. seventh (check)	17. K. to B. square
18. Q. to R. eighth (check)	18. K. Kt. to his square
19. Kt. to R. seventh (check)	19. K. to B. second
20. Kt. checks	20. K. to B. square
21. K. B. P. one	21. K. to his second
22. Q. takes P. (check)	22. K. to Q. square
23. P. takes K. P.	23. K. Kt. to K. second
24. R. checks	24. K. to Q. B. second
25. Q. Kt. takes P. (check) (*d*)	25. Kt. takes Kt.
26. Q. takes B. (check)	26. K. to Kt. square
27. Q. takes R. (check)	27. K. to R. second
28. Q. takes R. (CHECKMATE).	

Notes to Game DXCVIII.

(*a*) K. Kt. to R. third, or Q. R. to B. square, would have been better play.

(*b*) We should have preferred playing the King to his Knight's third.

(*c*) Had La Bourdonnais been looking at the pieces, he would doubtless have played his Rook to King's Bishop's third, which must have forced a speedy mate.—G. W.

(*d*) This skilful blow may be termed the *coup de grace*.—G. W.

GAME DXCIX.

Between M. De la Bourdonnais and M. Bonfil; the latter having the first move.

Black. (M. Bonfil.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. K. Kt. P. two
5. K. Kt. to B. third	5. Q. to K. R. fourth
6. Q. P. two	6. K. B. to Kt. second
7. Q. Kt. to B. third	7. K. Kt. to K. second
8. K. R. P. two	8. K. R. P. one
9. K. to Kt. square	9. Q. to K. Kt. third
10. P. takes P.	10. P. takes P.

Black. (M. Bonfil.)	*White.* (M. De la B.)
11. R. takes R. (check)	11. B. takes R.
12. Kt. to Q. Kt. fifth	12. Q. Kt. to R. third
13. Q. P. one	13. Q. P. one
14. Q. B. P. one	14. K. Kt. P. one
15. K. Kt. to R. fourth	15. Q. to K. R. fourth
16. Q. to K. square	16. K. Kt. P. one
17. K. Kt. to B. third	17. K. Kt. to his third
18. K. P. one	18. K. Kt. takes K. P. (*a*)
19. Q. B. takes P.	19. Q. B. to K. Kt. fifth
20. B. takes Kt.	20. B. takes B.
21. Q. to K. fourth	21. B. takes Kt.
22. Q. takes B.	22. Q. takes Q. (*b*)
23. P. takes Q.	23. K. to Q. second
24. R. to K. square	24. R. to K. R. square
25. Kt. takes Q. R. P.	25. R. to K. R. seventh
26. R. to K. second	26. R. takes R.
27. B. takes R.	27. Kt. to Q. B. fourth
28. Kt. to his fifth	28. Q. B. P. one
29. P. takes P. (check)	29. P. takes P.
30. Kt. to Q. fourth	30. Kt. to K. third (*c*)
31. Kt. takes Kt.	31. K. takes Kt.
32. Q. R. P. two	32. K. to Q. second
33. Q. R. P. one	33. K. to Q. B. second
34. K. to Kt. second	34. K. B. P. two

DRAWN GAME.

Notes to Game DXCIX.

(*a*) La Bourdonnais afterwards said he regretted he had not taken this Pawn with the King's Bishop.—G. W.

(*b*) By checking at King's Rook's seventh, and then at Rook's eighth, White might have won the adverse Rook.

(*c*) He should first have taken the Knight.

[The remaining games played by De la Bourdonnais without the Chess board, shall be given in our next Number.]

GAME DC.

Between M. De la Bourdonnais and Mr. Slous, of the London Chess Club. The former giving the Pawn and two moves.

(Remove White's King's Bishop's Pawn from the board.)

Black. (Mr. Slous.)	*White.* (M. De la B.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. Q. P. one	3. Q. Kt. to K. fourth
4. K. B. P. two	4. Kt. to K. B. second
5. K. B. to Q. third	5. K. P. two
6. K. Kt. to B. third	6. Q. P. one
7. Q. B. P. two	7. K. Kt. to B. third
8. Q. Kt. to B. third	8. Q. B. P. one
9. Castles	9. K. B. to K. second
10. Q. B. to Q. second	10. Q. B. to K. Kt. fifth
11. K. R. P. one	11. B. takes Kt.
12. R. takes B.	12. Q. to her B. second
13. Q. to K. second	13. K. R. to K. Kt. square
14. Q. R. to K. B. square	14. Castles
15. Q. Kt. P. two	15. Q. checks
16. B. to K. third	16. Q. takes Q. Kt. P.
17. Q. to her B. second	17. K. P. takes K. B. P.
18. B. takes P. at K. B. fourth	18. Q. Kt. to K. fourth
19. K. R. to B. second	19. Q. to her R. fourth
20. B. to Q. second	20. Q. to her B. second
21. K. B. to K. second	21. K. Kt. P. two
22. Q. B. to K. third (*a*)	22. Q. to her R. fourth
23. Q. R. to Q. Kt. square	23. Q. R. to K. B. square
24. Q. to her Kt. third	24. Q. Kt. P. one
25. P. takes B. P.	25. K. Kt. P. one
26. P. to Q. B. fifth (*b*)	26. Q. P. one
27. P. takes Q. Kt. P.	27. K. Kt. P. one
28. Q. Kt. P. one (check)	28. K. to Kt. square
29. Kt. to Q. Kt. fifth	29. P. takes R. (check)
30. B. takes P.	30. Kt. takes Q. B. P.
31. P. takes P.	31. Kt. to K. fifth
32. P. takes Q. Kt.	32. R. takes K. Kt. P. (check)
33. K. takes R.	33. R. takes B. (check)
34. K. to Kt. square	34. B. to Q. B. fourth
35. P. to Q. B. seventh (check)	35. Q. takes P.
36. Kt. takes Q.	36. R. to B. sixth (discov. ch.)
37. K. to R. square	37. R. takes Q.

Black. (Mr. Slous.)	*White.* (M. De la B.)
38. R. takes R.	38. B. to Q. Kt. third
39. Kt. to R. sixth (check)	39. K. takes P.
40. B. to K. B. third	40. K. takes Kt.
41. R. takes B. (check)	

AND WHITE RESIGNED.

Notes to Game DC.

(*a*) We cannot see why Black objected to win the two minor pieces for a Rook.

(*b*) Well played.

GAME DCI.

Played some months since between Messrs. Staunton and Cochrane.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. Q. P. two	1. K. P. one
2. Q. B. P. two	2. Q. P. two
3. K. P. one	3. Q. B. P. two
4. P. takes Q. B. P.	4. K. B. takes P.
5. Q. B. P. takes P.	5. K. P. takes P.
6. K. Kt. to B. third	6. K. Kt. to B. third
7. Q. B. to Q. second	7. Castles
8. Q. B. to his third	8. Q. Kt. to B. third
9. K. B. to K. second	9. Q. B. to K. third
10. Castles	10. Q. to K. second
11. Kt. to Q. fourth	11. Q. Kt. takes Kt
12. B. takes Kt.	12. B. takes B.
13. Q. takes B.	13. Q. R. P. one
14. Q. to K. R. fourth	14. Q. Kt. P. two
15. B. to Q. third	15. K. R. P. one
16. Q. Kt. to B. third	16. Q. to her third
17. Kt. to K. second	17. Kt. to K. Kt. fifth
18. Q. to K. Kt. third	18. Q. takes Q.
19. K. R. P. takes Q.	19. Kt. to K. fourth
20. Q. R. to Q. square	20. Q. R. to Q. B. square
21. Kt. to Q. fourth	21. Q. R. to B. fourth
22. B. to K. B. fifth (*a*)	22. K. R. to K. square
23. Q. R. to Q. B. square	23. R. takes R.
24. R. takes R.	24. B. takes B.
25. Kt. takes B.	25. Kt. to Q. sixth

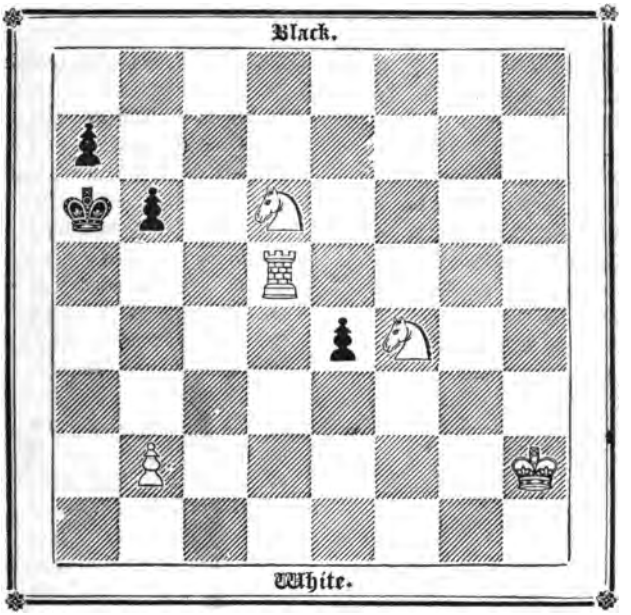
White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
26. R. to Q. Kt. square	26. R. to K. fourth
27. Kt. to Q. fourth	27. R. to K. second
28. Q. R. P. one	28. R. to Q. B. second
29. K. to B. square	29. K. Kt. P. one
30. K. to his second	30. Kt. to K. fourth
31. R. to Q. square	31. K. to Kt. second
32. R. to Q. second	32. K. to B. third
33. Kt. to K. B. third	33. Kt. takes Kt.
34. K. takes Kt.	34. K. to his fourth
35. K. to his second	35. R. to Q. B. fifth
36. K. B. P. one	36. K. B. P. two
37. K. to Q. third	37. K. Kt. P. one
38. K. B. P. one (check)	38. K. to Q. third
39. R. to Q. B. second	39. R. take R.
40. K. takes R.	40. K. to Q. B. fourth
41. K. to Q. B. third	41. Q. P. one (check)
42. P. takes P. (check)	42. K. to Q. fourth
43. K. to Q. third	43. Q. R. P. one
44. P. takes K. Kt. P.	44. R. P. takes P.
45. Q. Kt. P. one	45. K. Kt. P. one
46. K. to his third	46. K. to Q. third
47. K. to B. fourth	47. K. to Q. fourth
48. K. takes P.	48. K. takes P.
49. K. takes P.	49. K. to Q. B. sixth
50. K. to B. fourth	50. K. takes P.
51. K. Kt. P. one	51. K. takes R. P.
52. K. Kt P. one	52. Kt. P. one
53. K. Kt. P. one	53. Kt. P. one
54. K. Kt. P. one	54. Kt. P. one
55. P. Queens	55. P. Queens
56. K. Kt. P. two	56. Q. to Kt. fourth (check)
57. K. to Kt. third	57. P. one
58. K. to B. second	58. K. to Kt. seventh
59. Q. to Kt. seventh (check)	59. K. to Kt. sixth
60. P. one	60. P. one
61. Q. to B. seventh (check)	61. K. to Kt. seventh
62. Q. to B. sixth (check)	62. K. to B. eighth
63. Q. to Q. B. sixth (check)	63. K. to Kt. seventh
64. Q. to K. B. sixth (check)	64. K. to Kt. eighth
65. Q. to Kt. sixth (check)	65. K. to R. square
66. Q. to K. B. fifth	66. P. one
67. P. one	67. Q. to her fifth (check)
68. K. to his second	

This game was prolonged to nearly one hundred and thirty moves, and ultimately given up as a drawn battle.

PROBLEM, No. 184.

By Mr. WILLIAM BONE.

White to play, and mate with the Pawn in five moves.



GAME DCII.

Between M. DE LA BOURDONNAIS and a Member of the London Chess Club. M. De la B. giving the Pawn and two moves.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. —.)	*White.* (M. DE LA B.)
1. K. P. two	1.
2. Q. P. two	2. Q. P. one
3. Q. B. P. two	3. K. P. one
4. Q. P. one	4. K. P. one
5. Q. Kt. to B. third	5. K. Kt. to B. third
6. K. B. P. two	6. K. B. to K. second
7. K. B. P. one	7. Q. B. P. one

Black. (Mr. —.)	*White.* (M. De la B.)
8. Q. B. to K. third	8. Q. Kt. to R. third
9. K. R. P. one	9. Castles
10. K. Kt. P. two	10. P. takes Q. P.
11. Q. B. P. takes P.	11. Kt. to Q. B. fourth
12. B. takes Kt.	12. P. takes B.
13. K. B. to Q. third	13. Q. to her Kt. third
14. Q. to K. second	14. Q. B. to Q. second
15. K. Kt. to B. third	15. Q. R. to Q. B. square
16. K. Kt. takes P.	16. K. B. to Q. third
17. Kt. takes Q. B.	17. B. to K. Kt. sixth (check)
18. K. to B. square	18. Kt. takes Kt.
19. K. to Kt. second	19. B. to K. R. fifth
20. Q. R. to Q. square	20. Q. B. P. one
21. B. to Q. Kt. (*a*)	21. Kt. to K. fourth
22. K. R. to K. B. square	22. Q. to her third
23. Kt. to Q. Kt. fifth	23. Q. to her B. fourth
24. Kt. to Q. fourth	24. Q. to her third
25. Kt. to K. B. third	25. B. to K. B. third
26. Kt. takes Kt.	26. Q. takes Kt.
27. B. to Q. B. second	27. Q. Kt. P. two
28. Q. to her second	28. Q. B. P. one (*b*)
29. P. takes P.	29. R. takes P.
30. R. to K. B. third	30. K. R. to Q. B. square
31. R. takes R.	31. R. takes R.
32. Q. to K. B. second	32. K. B. to R. fifth (*c*)
33. Q. takes B.	33. R. takes B. (check)

AND BLACK RESIGNED.

Notes to Game DCII.

(*a*) If Black had taken the Pawn, he would have lost a piece.
(*b*) A good move.
(*c*) Finely played.

GAME DCIII.

Between M. De la Bourdonnais and M. Szen of Pesth in Hungary, one of the Strongest Players of the present day. [M. Szen visited Paris and London for a few months in the year, 1836; and encountered successfully, many of the most eminent players of both countries. With M. De la Bourdonnais, he played twenty-five games receiving the odds of Pawn and two moves, of which he won thirteen. He afterwards

renewed the contest, taking only the Pawn and move, and made even games with the renowned Frenchman.]

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (M. Szen.)	*White.* (M. De la B.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. Q. B. P. two	3. Q. Kt. to B. third.
4. K. Kt. to B. third	4. Q. P. two
5. K. P. one	5. B. checks
6. Q. Kt. to B. third	6. K. Kt. to K. second
7. K. B. to Q. third	7. Castles
8. Q. B. to K. Kt. fifth	8. Q. to K. square
9. Castles	9. Q. to R. fourth
10. B. takes Kt.	10. Kt. takes B.
11. Q. Kt. to K. second	11. P. takes P.
12. B. takes P.	12. Kt. to Q. fourth
13. K. R. P. one	13. Q. B. P. one
14. K. Kt. to R. second	14. Q. B. to Q. second
15. B. takes Kt.	15. Q. B. P. takes B.
16. Q. to her third	16. K. B. to Q. R. fourth
17. Q. Kt. to K. Kt. third	17. Q. to K. R. third
18. K. Kt. to his fourth	18. Q. to K. R. fifth
19. Q. Kt. to K. second	19. K. B. to Q. Kt. third
20. K. B. P. two	20. Q. B. to K. square
21. Q. R. to Q. square	21. Q. R. P. one
22. Q. to K. Kt. third (*a*)	22. Q. takes Q.
23. Kt. takes Q.	23. Q. R. to Q. B. square
24. K. Kt. to K. third	24. Q. R. to B. second
25. Q. Kt. P. two (*b*)	25. Q. B. to Kt. fourth
26. K. R. to B. third	26. Q. R. to Q. B. sixth (*c*)
27. K. B. P. one	27. K. Kt. P. one
28. K. B. P. one	28. K. R. P. two
29. K. R. P. one (*d*)	29. K. to B. second (*e*)
30. Kt. from K. third, to K. B. fifth (*f*)	30. R. takes R.
31. Kt. to Q. sixth (check)	31. K. to Kt. square
32. P. takes R.	32. R. to Q. square
33. K. to his B. second	33. R. to Q. second
34. Kt. takes B.	34. P. takes Kt.
35. Kt. to K. second	35. K. to B. second
36. K. to his third	36. R. to Q. B. second
37. R. to Q. B. square	37. R. to Q. B. fifth
38. R. takes R.	38. Kt. P. takes R.

Black. (M. Szen.)	*White.* (M. De la B.)
39. P. to K. B. fourth	39. K. B. to Q. B. second
40. K. to Q. second	40. K. B. to Q. square
41. K. to Q. B. third	41. Q. Kt. P. one
42. Q. R. P. two	42. K. B. to Q. B. second
43. K. Kt. to his square (*g*)	

AND M. SZEN WON THE GAME.

Notes to Game DCIII.

(*a*) Changing Queens here, was playing the adversary's game.—G. W.

(*b*) Weak play. Better to have advanced the K.'s B.'s P.—G. W.

(*c*) Black's previous feeble move of "Q. Kt. P. two," enabled White to plant this Rook, with great effect in the heart of his game.

(*d*) Compare the relative merits of this, and taking Queen's Pawn at once with Knight.—G. W.

(*e*) M. De la Bourdonnais afterwards pronounced this to be a bad move, generated by over confidence in the strength of his position. By moving K. R. to Q. B. square, as he justly remarked, he would have had an excellent game.

(*f*) This beautiful stroke of play disembarrasses Szen's troops, and assures them of conquest.—G. W.

(*g*) The Knight will march to King's Knight's fifth. This game-termination shows the greater power of the Knight than the Bishop from his being able to skirmish upon both colours.

GAME DCIV.

The kindness of M. Heydebrant enables us to present a few games, lately played at Berlin between that gentleman and our countryman M. Buckle, who is at present travelling in Germany.

White. (M. Buckle.)	*Black.* (Mr. H—t.)
1. K. P. two	1. Q. P. two
2. P. takes P.	2. K. Kt. to B. third
3. K. B. to Q. B. fourth	3. Kt. takes P.
4. B. takes Kt.	4. Q. takes B.
5. Q. to K. B. third	5. Q. takes Q.
6. Kt. takes Q.	6. Q. B. to K. Kt. fifth
7. Kt. to K. fifth	7. Q. B. to K. B. fourth
8. Q. P. one	8. K. B. P. one

White. (Mr. BUCKLE.)	*Black.* (Mr. H—T.)
9. K. Kt. to Q. B. fourth	9. K. P. two
10. Q. Kt. to B. third	10. Q. Kt. to B. third
11. K. B. P. two	11. Kt. to Q. fifth
12. K. Kt. to K. third	12. P. takes B. P.
13. Kt. takes B.	13. Kt. takes Kt.
14. B. takes P.	14. B. to Q. third
15. B. takes B.	15. Kt. takes B.
16. Castles on K. side	16. K. to Q. second
17. Kt. to K. fourth	17. Kt. takes Kt.
18. P. takes Kt.	18. K. to his third
19. Q. R. to Q. square	19. Q. R. to Q. square
20. Q. R. to Q. third	20. Q. R. to Q. third
21. K. R. to Q. square	21. K. R. to Q. square
22. K. to B. second	22. K. to his fourth
23. K. to his third	23. K. Kt. P. one
24. Q. B. P. two	24. R. takes R. (check)
25. R. takes R.	25. R. takes R. (check)
26. K. takes R.	26. Q. B. P. two
27. K. to his third	27. K. Kt. P. one
28. K. Kt. P. two	28. K. to his third
29. K. to Q. third	29. K. to Q. third
30. K. to Q. second	30. Q. R. P. one
31. Q. R. P. two (*a*)	31. K. to his fourth
32. K. to his third	32. Q. R. P. one
33. Q. Kt. P. one	33. Q. Kt. P. one
34. K. R. P. one	34. K. R. P. one
35. K. to his B. third	35. K. to Q. fifth
36. K. R. P. one	36. P. takes P.
37. K. to his B. fourth	37. P. to K. R. sixth
38. K. to his Kt. third	38. K. takes K. P.
39. K. takes P.	39. K. to his B. fifth

AND WHITE RESIGNED.

Note to Game DCIV.

(*a*) This move loses the game.

GAME DCV.

Mr. STAUNTON gives the Pawn and move to one of the most skilful Amateurs of the St. George's Club.

(Remove White's King's Bishop's Pawn from the board.)

Black. (Mr. G—.)	*White.* (Mr. ST—N.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. K. P. two
3. Q. P. one	3. Q. Kt. to K. second
4. Q. B. to K. Kt. fifth	4. Q. P. one
5. K. B. to Q. third	5. K. R. P. one
6. B. takes Kt.	6. Kt. takes B.
7. K. Kt. to K. second	7. Kt. to his third
8. Castles	8. K. B. to K. second
9. K. B. P. two	9. Q. B. to K. Kt. fifth
10. K. B. P. one	10. Kt. to K. B. fifth
11. Q. Kt. to B. third	11. Castles
12. Q. to her second	12. K. B. to K. Kt. fourth
13. Kt. takes Kt.	13. B. takes Kt.
14. Q. to K. square	14. Q. to K. Kt. fourth
15. B. to K. second	15. B. to K. sixth (check)
16. K. to R. square	16. K. R. P. one
17. Q. R. to Q. square	17. Q. R. P. one (*a*)
18. Q. R. to Q. third	18. B. to Q. R. second
19. Q. R. to K. Kt. third	19. K. R. to B. third
20. K. R. P. one	20. K. R. to his third
21. Q. to her square (*b*)	21. B. to K. sixth (*c*)
22. B. takes B.	22. B. to K. B. fifth
23. K. B. P. one (*d*)	23. B. takes R.
24. B. to K. sixth (check)	24. K. to R. second
25. P. takes P.	25. K. takes P.
26. R. to B. seventh (check)	26. K. to R. square

AND AFTER A FEW MORE MOVES, BLACK LOST THE GAME.

Notes to Game DCV.

(*a*) This move was indispensable to prevent Black forcing an exchange of his Knight for the King's Bishop, or driving it from the diagonal of the King's Bishop's Pawn.

(*b*) If Black had taken the Bishop with his King's Rook's Pawn, he would have lost at least his Rook.

(*c*) Well played.

(*d*) This also is a good move.

Our Metropolitan circle of Chess, has been agreably enlivened during the last few days by a visit from Mr. MONGREDIEN, the highly esteemed President of the Liverpool Club, a Gentleman no less remarkable from his skill as a player, than for his spirited efforts on all occasions to promote the interests of the game. During his recent sojourn here Mr. M., has contended with some of the best players of the London and St. George's Chess Clubs. Among the most interesting of these battles are the games at the odds of Pawn and move, against the Hon. Secretary of the former Club, (which from the immense majority won by Mr. M., entitle him in the opinion of the best judges to rank as nearly equal to his ingenious opponent), and those at the Pawn and move, and Pawn and two moves played with Mr. STAUNTON. Of these fine games we regret that the following is the only specimen preserved.*

GAME DCVI.

Between Messrs. MONGREDIAN and STAUNTON; the latter giving the odds of Pawn and move.

(*Remove Black's King's Bishop's Pawn from the board.*)

White. (M. M—.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. one	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. P. takes P.	4. Q. P. two
5. K. P. one	5. Q. B. to K. B. fourth
6. B. to Q. third	6. Q. to her second
7. B. takes B.	7. Q. takes B.
8. Q. Kt. to B. third	8. K. P. one
9. K. Kt. to B. third	9. B. to Q. Kt. fifth
10. Q. R. P. one	10. B. takes Kt. (check)
11. P. takes B.	11. K. Kt. to K. second
12. Castles	12. K. Kt. to his third
13. Kt. to his fifth (*a*)	13. K. R. P. two (*b*)

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* *On this occasion Mr. M. played in all with Mr. Staunton eight games: of these two were drawn in three at the odds of Pawn and two moves, Mr. S. won two, and Mr. M. one, and of three more at Pawn and move, the result was the same.*

White. (M. M—.)	*Black.* (Mr. St—n.)
14. K. B. P. two	14. Castles on Q. side
15. Kt. takes K. P.	15. Q. takes Kt.
16. K. B. P. one	16. Q. to K. square
17. P. takes Kt.	17. Q. takes P.
18. Q. to her Kt. third	18. Q. R. to Q. second
19. B. to K. third	19. K. R. P. one
20. K. R. P. one	20. Q. to K. R. fourth
21. Q. B. P. one	21. Kt. to Q. R. fourth
22. Q. to her Kt. fourth	22. Kt. takes P.
23. K. P. one (*c*)	23. R. to Q. third
24. R. to K. B. seventh	24. Q. Kt. P. one
25. Q. to Kt. fifth	25. Kt. takes B. (*d*)
26. Q. checks	26. K. to Q. square
27. Q. to Kt. seventh	

AND BLACK RESIGNED.

Notes to Game DCVI.

(*a*) Very finely played, threatening, if Black Castled on the King's side, to win the Queen by throwing forward the King's Knight's Pawn two squares.

(*b*) The only safe mode of preserving the King's Pawn.

(*c*) The attack throughout is admirably sustained.

(*d*) This is mere desperation, Black could not save the game.

PROBLEMS FOR YOUNG PLAYERS.

End of a Game between Mr. E. Williams, of Bristol and an Amateur.

No. 168.

White.	*Black.*
K. at Q. R.'s square	K. at K. B.'s square
Q. at her third	Q. at K. Kt.'s second
Kt. at Q.'s sixth	R. at Q. Kt.'s seventh
Pawns at K. R.'s seventh, K. B.'s fourth, and K.'s fifth	B. at Q. R.'s fourth
	Pawns at K.'s third, Q.'s second, Q. R.'s second, and Q. R.'s sixth

White, Mr. W., having to play, drew the game.

No. 169.

By Mr. W. Bone.

White.	*Black.*
K. at his fourth	K. at Q.'s second
Q. at her Kt.'s third	Q. at K. Kt.'s sixth
B. at K. B.'s seventh	R. at K. R.'s square
Kt. at Q. B.'s fourth	B. at K. R.'s seventh
P. at K. B.'s fourth	Kt. at Q. R.'s fourth
	Pawns at K. B.'s third, K.'s second, and Q.'s third

White to play, and mate in three moves.

No. 170.

By Herr Kling.

White.	*Black.*
K. at Q. B.'s sixth	K. at Q. B.'s square
B. at Q.'s sixth	
Kt. at Q. Kt.'s fifth	
Pawn at K. B.'s fifth	

White to mate in four moves, without Queening his Pawn.

No. 171.

By Herr Kling.

White.	*Black.*
K. at Q. R.'s square	K. at Q. Kt.'s fourth
Q. at K.'s third	Q. at Q. Kt.'s second
R. at K. Kt.'s sixth	R. at Q. B.'s square
B. at Q. Kt.'s second	R. at Q. R.'s square
Kt. at Q. B.'s second	B. at Q. R.'s fourth
Pawn at Q. R.'s second	Kt. at K.'s fifth
	Pawns at Q.'s fourth, Q. B.'s fifth, and Q. R.'s fifth

White to play, and mate in five moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

In our last Number.

No. 164.

White.	*Black.*
1. P. one (becoming a B.)	1. K. to his B.'s square or (A)
2. K. to his sixth	2. K. to his square
3. R. MATES.	

(A)

White.	*Black.*
1.	1. K. to his square
2. R. to K. B.'s fourth	2. K. takes B.
3. R. MATES.	

No. 165.

White.	*Black.*
1. R. takes R. (check)	1. P. takes R.
2. K. to his B.'s fourth	2. K. to his B.'s third
3. K. to his fourth	3. K. to his third
4. K. Kt. P. one	4. Q. Kt. P. one
5. K. Kt. P. one	5. Q. Kt. P. one
6. K. Kt. P. one	6. Q. Kt. P. one
7. K. Kt. P. one	7. K. to B.'s second
8. K. to Q.'s fifth	8. K. takes P.
9. K. takes P.	9. K. to B.'s second
10. K. to Q. B.'s fourth	10. K. to his third
11. K. takes P.	11. K. to Q.'s third
12. K. to Kt.'s fourth	12. K. to Q. B.'s third
13. K. to R.'s fifth	13. K. to Q. Kt.'s second
14. K. to Kt.'s fifth	

Winning easily.

No. 166.

White.	*Black.*
1. R. to Q. B.'s eighth (check)	1. R. takes R.
2. K. to his B.'s seventh	2. R. to K. B.'s sq. (check)
3. K. takes R.	

And play as Black can, he must suffer mate next move.

No. 167.*

White.	*Black.*
1. R. takes R.	1. P. takes R.
2. K. to his B.'s fourth	2. Q. R. P. one, or (A)
3. Q. Kt. P. one	3. K. to Kt.'s second
4. K. to his fifth	4. K. to B.'s second, or (B)
5. P. to K. Kt.'s fifth	5. K. to Kt.'s second, or (C)
6. K. to Q.'s fifth	6. K. R. P. one
7. K. to Q. B.'s fifth	7. P. takes P.
8. K. to Kt.'s fifth	8. K. to B.'s third
9. K. takes P.	9. K. to B.'s fourth
10. K. takes P.	10. K. to Kt.'s fifth
11. Q. R. P. two	11. K. takes P.
12. R. P. one	12. K. to B.'s seventh
13. R. P. one	13. P. one
14. R. P. one	14. P. one
15. P. becomes a Q.	15. P. one
16. Q. to Q. R.'s seventh (ch.)	16. K. to B.'s eighth
17. Q. to K. B.'s seventh (ch.)	17. K. to his seventh
18. Q. takes P. and WINS.	

(A)

White.	*Black.*
2.	2. K. to Kt.'s second
3. K. to his fifth	3. K. to B.'s second
4. P. to K. Kt.'s fifth	4. K. to his second
5. Q. R. P. two	5. P. takes P. *en passant*
6. P. takes P.	6. Q. R. P. one
7. Q. R. P. one	7. K. to B.'s second
8. K. to Q.'s fifth	

Winning easily.

(B)

White.	*Black.*
	4. K. R. P. one
5. K. to his sixth	5. K. to Kt.'s square
6. K. to B.'s sixth	6. K. to R.'s second
7. K. to B.'s seventh	7. K. Kt. P. one
8. K. to B.'s sixth	8. K. where he can
9. K. to Kt.'s sixth	

Winning.

* *In this position, White, Sir John Blunden, having to move, won the game.*

(C)

White.	*Black.*
	5. K. to his second
6. K. to Q.'s fifth	6. K. to Q.'s second, or K. B.'s second
7. K. to Q. B.'s fifth, and WINS.	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our last Number.

No. 180.

White.	*Black.*
1. Q. to K.'s seventh (check)	1. K. to his B.'s fourth
2. R. takes P. (check)	2. K. takes P. (*best*)
3. Kt. takes P. (check)	3. K. to his fifth
4. Kt. to K. B.'s fourth (discov. check)	4. K. to Q.'s fifth
5. Q. to K.'s fifth (check)	5. K. to Q. B.'s fifth
6. Q. to her Kt.'s fifth (check)	6. K. to Q.'s fifth
7. R. to Q.'s fifth (check)	7. K. to his fifth
8. Q. to K.'s second (check)	8. K. takes Kt.
9. Q. MATES.	

No. 181.*

White.	*Black.*
1. Q. to her seventh (check)	1. K. to Kt.'s square (*best*)
2. Q. to B.'s seventh (check)	2. K. to R.'s square
3. Q. to her B.'s eighth (ch.)	3. K. to R.'s second
4. B. to Kt.'s sixth (check)	4. K. takes B.
5. Q. to Kt.'s eighth (check)	5. K. to B.'s fourth (*best*)
6. Q. to Kt.'s fourth (check)	6. K. to Q.'s fourth
7. Q. MATES.	

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* By some unaccountable press-mishap, in the Diagram of this Problem, a Black Bishop was placed upon the Black King's second square, instead of a Black *Pawn*, which our readers are requested to substitute when setting up the position.

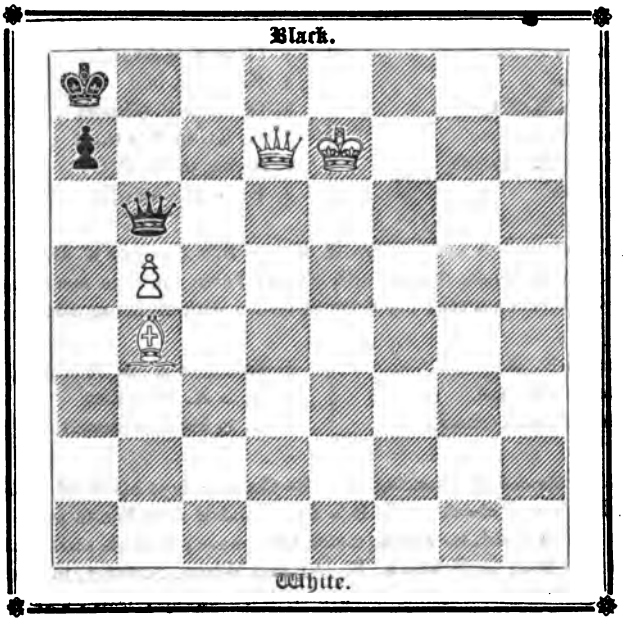
No. 182.

White.	*Black.*
1. R. to K. B.'s second (check)	1. K. to his Kt.'s third
2. B. to K. R.'s fifth (check)	2. K. to R.'s second
3. Kt. P. one (check)	3. K. to Kt.'s square (*best*)
4. R. to B.'s eighth (check)	4. K. takes R.
5. Kt. to Q.'s seventh (double check, and mate).	

PROBLEM, No. 185.

By Mr. WILLIAM BONE.

White, playing first, mates with the Pawn in six moves, without taking the adverse Pawn.



ELEMENTARY LESSONS,

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION THIRD.

LESSON SEVENTEENTH.

ON THE KING'S KNIGHT'S OPENING.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. K. B. P. two

Black's move of K. B. P. at this point of the defence, we owe to Greco's brilliant "Treatise." It has subsequently undergone much careful analysis by Cozio, and has latterly excited attention from the determined stand M. des Chappelles made in its favour at the commencement of the match now pending between Paris and Pesth. (*See Le Palamède,* for January, 1843.)

3. Kt. takes K. P.	3. Q. to K.'s second
4. Q. checks	4. K. Kt. P. one
5. Kt. takes K. Kt. P.	5. Q. takes P. (check)
6. K. to Q.'s square	6. K. Kt. to B.'s third
7. Q. to K. R.'s fourth	7. K. Kt. to his fifth
8. Q. P. one	8. K. R. P. takes Kt.

If White at his 8th move plays Q. Kt. to B.'s third, or K. B. P. one square, Black may take the Kt. with his R.'s Pawn and then win a piece, because White cannot take the Rook in return without being mated.

9. Q. takes K. R.	9. Kt. takes K. B. P. (check)
10. K. to Q.'s second.	10. Q. to K. Kt.'s fifth
11. Q. to K.'s fifth (check)	11. K. to his B.'s second

If White, instead of checking with the Queen, plays his K. B. to K.'s second, Black can check at K. B.'s fifth; and if then White move his King to Q. B.'s third, he will be mated next move; if to his own square, he must lose both Q. B. and K. R. Should White, however, in lieu of playing his Bishop, move the Rook to K. Kt.'s square, Black can win a piece, by checking with his Queen at her 8th square.

White.	*Black.*
12. Q. Kt. to B.'s third	12. K. B. to Q. Kt.'s fifth
13. K. R. to Kt.'s square	13. Q. to her eighth (check)
14. K. to his third	14. Q. to K.'s eighth (check)
15. K. B. to K.'s second (best)	15. K. Kt. to his fifth (check)
16. K. to Q.'s fourth	16. Q. to K. B.'s seventh (check)
17. Q. B. to K.'s third	17. Q. Kt. checks
18. K. to Q.'s fifth	18. Kt. takes Q. B. (check)

And wins easily.

Variation beginning at White's sixth move.

White.	*Black.*
6. K. B. to K.'s second	6. K. Kt. to B.'s third
7. Q. to K. R.'s third	7. P. takes K. Kt., or (A)
8. Q. takes R.	8. Q. takes K. Kt. P.
9. K. R. to B.'s square	9. K. to B.'s second
10. Q. P. one	

And White has the advantage.

(A)

White.	*Black.*
7.	7. K. R. to K. Kt.'s square
8. Q. P. one	8. Q. to her B.'s third
9. Kt. takes K. B.	9. R. takes Kt.

White has a Pawn more, and the better position.

Variation beginning at Black's third move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. K. B. P. two
3. Kt. takes P.	3. Q. to K. B.'s third

This appears to be a more favourable square for the Queen than K.'s second.

White.	*Black.*
4. Q. P. two	4. Q. P. one
5. K. Kt. to Q. B.'s fourth	5. P. takes K. P.
6. Q. Kt. to B.'s third	6. Q. B. to K. B.'s fourth, or (B)
7. K. Kt. P. two	7. B. to K. Kt.'s third

Any other move for White at this stage, as, Q. Kt. to Q.'s fifth, or Q. B. to K.'s third, would give the advantage to the opponent.

White.	*Black.*
8. K. B. to Kt.'s second	8. Q. Kt. to Q. B.'s third
9. Q. B. to K.'s third	9. Q. to K.'s second
10. K. Kt. to Q.'s second	10. Kt. to K. B.'s third
11. K. Kt. P. one	

And Black cannot preserve his centre Pawn.

(B)

White.	*Black.*
6.	6. Q. to K. Kt.'s third, or (C)
7. Q. B. to K. B.'s fourth	7. K. Kt. to B.'s third
8. Q. P. one	8. K. B. to K.'s second
9. K. Kt. P. one	9. Castles
10. K. B. to Kt.'s second	10. B. to K. Kt.'s fifth, or (D)
11. Q. to her fourth	11. B. to K. B.'s sixth
12. B. takes B.	12. P. takes B.
13. Castles on Q.'s side	13. Kt. to K. R.'s fourth
14. B. to K.'s third	14. Q. Kt. to Q.'s second
15. K. Kt. P. one	15. K. Kt. to K. B.'s third
16. Q. R. to Kt.'s square	16. Q. Kt. to Q. B.'s fourth
17. Kt. to Q.'s second	

We prefer White's game.

(C)

White.	*Black.*
6.	6. Q. to K.'s second
7. Q. to K.'s second	7. Kt. to K. B.'s third
8. Q. B. to K. Kt.'s fifth	8. Q. B. to K. B.'s fourth
9. B. takes K. Kt.	9. P. takes B.
10. K. Kt. P. two	10. B. to K. Kt.'s third
11. K. B. to Kt.'s second	

Black cannot defend his K.'s Pawn.

(D)

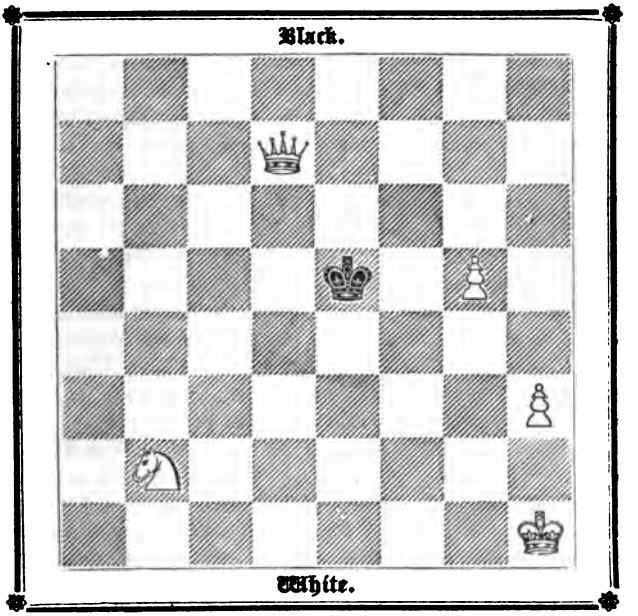
White.	*Black.*
10.	10. Q. B. to K. B.'s fourth
11. Kt. to K.'s third	11. Q. Kt. to Q.'s second
12. Kt. takes Q. B.	12. Q. takes Kt.
13. Q. to her fourth	13. Q. R. to K.'s square
14. Castles on Q.'s side	14. K. B. to Q. square
15. K. R. to K.'s square	15. K. Kt. P. two
16. B. to K.'s third	16. Q. R. to K.'s fourth

White has the stronger game.

PROBLEM, No. 186.

By Mr. C. T., one of the most promising Amateurs of the St. George's Chess Club.

White to play, and mate in three moves.



THE LIGHT AND LUSTRE OF CHESS.

(AN ORIGINAL PAPER.)

By George Walker.

(*Continued from page* 222.)

And this, then, was doomed to be the ultimate reward of genius—a poisoned chalice! Thus was the Light of Chess to be extinguished in the pride of life;—hopes yet unblown—roses but newly budded—laurels barely wreathed. Surely an existence devoted to a sport harmless and innocent as Chess, deserved a better fate. We had not thought the hot

breath of the aspic would seek to taint a flower so hidden as the lowly violet. Poison, given in the good old times, generally soared at higher game, and left the dagger for the vulgar. But Envy thirsted for the peaceful blood of the Puttino, and drugged the draught; and Destiny willed that Italy should thus lose her younger—chosen son of graceful Chess. Peace to thy manes, gallant Leonardo; we love and venerate thy memory. Be thy Calabrian tomb planted with the cypress and the willow; and may the night-bird warble thy dirge through long, long, centuries of rest! Peace to the good and the chivalrous—Envy itself respects the tranquillity of the grave. Our historian, Salvio, dwells not on this foul murder, life being ever rated at a low price in Naples and Calabria; but continues his narrative of the deeds of prowess done subsequently by Paolo Boi. Him, too, as Chess enthusiasts, we love in all reverence and honour, and will forthwith follow in his Knightly wanderings.

In the brief history we have just run over, it is worthy of note in what romantic vein Fate displays her heroes in conflict; poising their merits so as not to depress all for the sake of one. The second coming of the Syracusian to battle is admirably delineated. Salvio works in chalk only; but to the adept, what expression is there in his rough crayon outline! There is no ambiguity, *no mistake*, about Paolo. He springs upon the scene with the vivid reality of a thunderbolt. His pride is the honest, sublime, emanation of a genius conscious of no superior. Paolo comes prepared to mount the victor's car of triumph, or to die in the Amphitheatre. There is nothing of shiftiness about the Syracusian; *shuffle* lives not in his strong simplicity. He will neither take nor render grace; he never *plays pretty with* a rival. The speech of Boi runs in the simple phrase interchanged between the Douglas and the Percy at Otterbourne,—"One of us two must die." Homer's deity, covering her favoured hero with a cloud to snatch him from the spear-stroke of Achilles, appears again to interfere upon the present occasion.

The never-erring archer bends his bow, the death shaft falls in Genoa; and Leonardo is abstracted from Chess and worldly cares, by the sudden and irremediable loss of her he had loved in life so well. We sympathize with his position; but nature's voice insists on being heard; the scene thus closing in the spirit of true poesy. The warriors are sundered for a season. We care not; knowing they will meet again. The throne of Chess awaits the conqueror; but his chariot wheels must tarry for the nonce.

In some odd out-of-the-way French book, or another, we once met with the startling assertion that "*pigeon is a cure for grief;*" "*for*"—proceeds Monsieur the author—"*whenever I fall into very serious trouble,* JE MANGE DEUX PIGEONS, ET JE ME CONSOLE!" The Chess-board is the "pigeon" to Leonardo; he plays Chess, and is comforted. O bounty of Nature, and O virtue of Chess! Be not too severe upon

him of Cutri, O ye admirers of broken hearts, and charcoal-choked lovers. The heart of man is inexplicable, and at times most pliable. It may not always rend asunder. In the case of Leonardo, there openeth in his breast a safety-valve, and his grief vents itself in passionate outburst of rage upon the turbaned Turk. The haughty Saracen, "Il Moro," sustains the shock of Leonardo's fierce sorrow, and falls, like a tree uptorn by the storms of the West. The Othello of the exchequer lies low; and the enemy of the true faith is humbled in his pride. Joy to the conqueror, and to Sebastian the judge of the field; who subsequently fought, himself, in sterner scenes, so well for Christendom.

Diana's pale lamp wanes, suns rise and set, and Leonardo returns a "wiser though a sadder man," to Naples. His reception is kind; and as though his departure had been but of yesterday. Foremost in the throng to greet his arrival is the valiant Paolo. Not a moment of time must be wasted. Fate may again cruelly separate the brave. The proudest hour of life has dawned for the heroes of Syracuse and Cutri. Their ready blades are at once crossed; Paolo and Leonardo confront each other at the Chess-table. Madrid looks on in silent admiration, at this battle of the "glorious three days;" during the first two of which the issue is so evenly balanced—the scale so nicely poised. The third evening gives victory to Leonardo.

"At length the strength of Swaran fell; the King of the groves is bound."—(OSSIAN.)

Yes; the Syracusian is overborne; but exult not too much, O people of Cutri! Bear your triumph with modesty, brave Leonardo. Not you, but destiny, has conquered Paolo. Malaria of the marsh, mist from the fen has stricken Boi. He is out of health, and hence comes unwonted defeat. Light and Lustre of Chess! Brothers in Arms, Paolo and Leonardo, ye are equal in force, as shall be thereafter proved by many a stubborn contest. Neither of ye is better than the other. Widen then the sculptured frame, ascend the throne of Chess, forced to receive ye both, and rule its denizens in peace and amity; bound together for your lives by bands of most enduring friendship. Of the two, if made to pronounce, we should even give our voice for the noble Syracusian, that he took the higher place upon the dais. Sympathy with misfortune is so justly due to Paolo's long-tried qualities of excellence. The Syracusian, however, scorns all sympathy. He forsakes the haunts of men for a season, and refuseth to be comforted. Our limits narrow. Leonardo is murdered at the age of 45. His name alone remains, bright as the Syrian star. We follow forth the fortunes of the Syracusian, now incontestably sole lord of the ascendant in Chess.

Paolo the Syracusian having departed, as spoken, came to Barcelona, and there, embarking in a small vessel, was taken captive by certain Algerine pirates in the Gulf of Lyons; together with some other Christians, who were in

his company. Being then, by God's will and good fortune, at once led away to Algiers, he had the felicity to be made over to a Turkish lord of great rank, of gentle and amiable manners. His master carried him at once to his palace, informing him, that all that he and a fellow slave would have to perform in the way of duty, was to receive, and usher in, his numerous visitors. Here, to the great delight of Boi, many nobles came to play Chess continually; and finally, Paolo, seeing that his master constantly lost large sums upon the game, drew him on one side, and told him in few words that if he would grant him his liberty, he, Boi, in return, would put him into a certain way of winning much wealth (*molti danari*). The noble Turk agreed, provided Paolo could prove his assertion; and requested first to know what he purposed. Paolo then developed his Chess-skill, to the very ravishment of the Padrone; and their subsequent plan was thus arranged, and carried into effect. The conversazione being thronged with amateurs, Paolo and the Turk played together at the odds of the Knight; which brought all those quickly around, to admire the great skill of the stranger, and naturally induced many others to wish to encounter the Syracusian. The latter thus had the opportunity, of which he skilfully availed himself, to win a few hundred scudi, before the whole force of his game was appreciated; and, then, allowing freely the most immense odds, Paolo won a much larger amount. The Padrone and Boi then made the tour of the Kingdom of Algiers, realizing many thousand scudi; subsequently to which, the Turk freely allowed the noble Syracusian his liberty; presenting him to boot with two thousand zecchini, and a pass of safe conduct. Quitting Algiers thus in triumph, Paolo returned to Syracuse, and thence to Naples, where, as has been narrated, he resumed his battles with Leonardo, and other leading "artistes;" taking up his residence in the mansion of the Duca d'Urbino, from whom Boi received the yearly fee of three hundred scudi of silver.* This continued some time; and not only Rosces, the Mauro, the Beneventano, Domenico de Leonardi (not the Puttino), and others now contended constantly with Paolo, but I, too,—I—Salvio, entered likewise the lists; being then a young player of promise, and receiving like the others a Pawn as odds. Anon, a curious adventure befel the great Syracusian at Milan. He there chanced to engage in a certain Chess-match with one, a stranger,—who at first was the gainer; upon which, our Paolo, not being able otherwise to divine the reason, ascribed the matter justly to necromancy, and pronounced certain potent prayers before renewing the fray; which orisons were duly efficacious, as Boi then came off the winner. Finally, the very last time, I, Salvio, played Chess myself with Paolo, he rendered me no odds whatsoever; and it so chanced, that during one very complicated and difficult game, he saw that he could forcedly win my Queen in five moves; I observed this also, but further remarked that in two moves more, I could also force his Queen in exchange for a Rook, and come off with a drawn game. And so, even as I have said was the stroke played out; Paolo gravely observing thus:—"Youth hath greater capacity than age. Thou, O Salvio, art in the very flower of life; for me, I am above seventy years of age, and will therefore henceforth tranquilly

* Scudi are "crowns."—The gold-owners of the present day make a different use of their "crowns." Do they spend them better?

repose upon mine already acquired honours." Three days only after this, it came to pass that Paolo the Syracusian died, being poisoned by his servant for the sake of his money. Paolo Boi was then buried with all due honours at the church of San Luigi, near unto the Palazzo Reale.

Poison again! Foul work, my masters!—These were then the "good old times" of which our grandsires vaunt! Envy walks the earth in every age; but at least has now learned to respect the life of the body, strive as she may with her foul fangs to tear and rend the spirit of man. Well, the curtain has fallen, the play is done. Leonardo of Cutri has gone before—Paolo of Syracuse followeth after. The Light and Lustre of Chess are for ever quenched and sunk in deepest Ocean night. Youth could not save itself from—Age might not avert—the dastardly hand of the assassin. We dwell no longer on this, but proceed to eke out Salvio's portrait of the noble Paolo from the subsequent sketch written by Carrera, in the year 1617.—Carrera speaks:—

In the time of our fathers, we had many renowned Chess-players, of whom the chief in estimation was Paolo Boi the Sicilian, termed equally the Syracusian, from the place of his birth. He was born of a noble and wealthy family, highly endowed with the gift of letters, and the capability of acquiring knowledge; whence it came to pass that he made a rapid progress in Chess, and soon dismissed to the rear all other Syracusian players. Seeking, then, fresh foes to conquer, Paolo visited Spain, then the resort of the greatest Chess professors; where he was honoured by the bounteous favour and countenance of the chief lords of the kingdom; as well as of the King, Philip the Second, himself no mean lover of this recreation. As I have said, Paolo was already superior to every other player in Sicily, and could also play well without seeing the Chess-board; in which art he was indeed remarkably eminent, conducting three games at once on as many different boards, conversing pleasantly the while, with the company, upon general subjects. Before going into Spain, Boi travelled through Italy, contending everywhere with the principal Chess-players, and especially with the far-famed Puttino, Leonardo, with whom he may be classed as equal, seeing that Salvio terms them the Light and Lustre of the profession of Chess.

Paolo was beloved of many Italian Princes, and especially of the Duca d'Urbino; he was also especially esteemed by several Cardinals; as well as by Pope Pius V., who offered, indeed, to endow him with a rich benefice, if he would don the robes of the Church. Paolo refused this offer; preferring to indulge in a less rigid mode of life, and not choosing to be restricted by the sanctity of clerical rules. It came to pass once in Venice, that Paolo Boi met with a stranger, with whom he strove in Chess, and to whom he unaccountably lost. Having then subsequently examined the play minutely, and finding that he certainly ought to have won, Paolo was smitten with wonder to perceive that he had been defeated contrary to all rule; and thence naturally suspected that his adversary had used magic art, or by some other supernatural means thrown a shade upon the Syracusian's power of sight. Hereupon, Paolo, being

of good and virtuous habits of life, and possessing a very rich "corona" of Paternosters, the holy reliques of departed saints, took a fancy to play Chess once more with his late victor, first arming himself with this sacred chaplet, and also devoutly receiving the sacraments both of Penitence and the Eucharist. Hereby he conquered his adversary altogether; who, indeed, addressed the Syracusian, in the act of surrender, in these words, "Thine is more potent than mine.

When the Syracusian was in Spain, he had the gratification of playing Chess in the presence of Philip the Second; who rewarded him with a pension of five hundred scudi per annum, charged upon certain revenues derived from Syracusian cities, and to be paid by them to Paolo. Boi in early life displayed great personal valour, and love of adventure. He testified to Philip his wish to serve the King's brother, Don John of Austria, and the Spanish Monarch accordingly furnished him with written credentials in his own royal hand, worded in terms of the highest grace and favour. From this we know that Boi served the King as a military officer, and it is believed in several campaigns; but, regarding the past, our Syracusian was ever of a taciturn disposition; permitting nothing to go forth. Paolo visited, among other countries, Portugal, and playing Chess there with certain noble lords, won in a single day eight thousand scudi. He played also there with Sebastian, the King, who not only delighted much in the game, but was acknowledged to be himself a good Chess-player. Don Sebastian and the Syracusian frequently played as much as three or four hours at one time; and upon one occasion, it chanced that the King, playing in a standing posture, and Paolo Boi kneeling, according to etiquette, with one knee upon a cushion (vn' origliere); the latter was so fatigued with the length of time during which he had maintained this attitude, that he sought relief; observing which, the King assisted him with his own arm, to change his position, and to kneel upon the other knee.

When Kings thus publicly displayed their admiration of the Syracusian's talent, it is not much marvel that the chief lords of Sicily, Rome, Naples, and elsewhere, more than shared in the same feeling. Paolo forgot not to show himself in the country of Hungary, where the Turks and Hungarians were wont to play Chess sitting on horseback, without Chess-board or pieces. The Syracusian dwelt twenty years in foreign countries; during which time his compatriots believed him dead. Returning then to Sicily, he yet could not rest tranquil, but was ever changing from place to place. Finally, being in Syracuse, he went to Naples, at the pressing invitation of the Princess di Stigliano, who highly esteemed him; and in Naples, our Paolo was attacked with a certain disorder of the stomach, which removed him to a better world, in the year 1598, at above seventy years of age. His body was interred in the Church of San Francesco di Paolo; and the funeral rites were conducted with sumptuous magnificence, in the presence of the Prince di Stigliano, and many other Neapolitan cavaliers and nobles.

I myself (*concludes Carrera*) knew Paolo in my youth, when at Palermo, in year 1597. His head was then white as snow, but his appearance was brisk and gallant; being attired like a young man, in the gayest fashions of the age; and manifesting, with the dress, the caprices, also, of youth. He was not the less adorned with the most estimable qualities; so chaste, and modest, he would

never even marry a wife. He gave largely to the poor in alms, spent much in splendor and show, and affected the highest pomp and dignity. He heard Mass every day, always contributing magnificently to the collection made by the priest; confessing himself, and regularly receiving the Sacrament. He was consequently much beloved by the devout. Paolo would never suffer his portrait to be taken; hence such likenesses as exist, must have been sketched without his knowledge. He was in height above the ordinary stature of men, but finely proportioned, and of handsome features. He was vivacious, prompt at reasoning, cheerful, and affable, with all persons. He left some writings on Chess, which I have never been able to see; and I have thought it right to give a full description of this great man, that his name may be known to posterity.

Truly a most fine and noble creature was this Syracusian; and worthy, perhaps, above every other warrior, to stand forth in Chess-history as the Hero of all time. Paolo Boi was, indeed, not one of Mr. Carlyle's vividly depicted race of "Shams." He was not merely the learned doctor of an art, who can practise that one specific thing, and none other;—whose slender soul dwells ever contentedly in its nutshell, and becomes irredeemably lost, should it be temporarily lifted into a larger circle. Paolo was a man of the world, a Chess-player and a gentleman, in the best acceptation of the terms. With him, Chess was merely one of the numerous outlets of the brain; wherein mental power delights to show its superiority over surrounding clay-clods. Paolo Boi was a warrior, a student, a man of letters;—to the poor, an ever bounteous friend—with the rich, most chivalrously gallant. With all, be it summed up, the pious Syracusian had sufficient courage not to be ashamed of his Maker!

The religious faith of Boi, as developed in his romantic Chess-encounter with the assumed fiend or magician, is a curious trait of character; highly natural in a temperament so ardent, and in an organization fashioned and matured in the "Sunny South." The manner in which the Syracusian "walks in" to the wizard, by the aid of his own more potent charm, (the bits of holy bones, or whatever else might form its elements,) is quite as it should be, and *all over admirable.* Satan tries to "take a rise" out of our champion, but goes back to his darkness howling. There is a beautiful grandeur of simplicity in the possessing so firm an assurance of one's own pre-eminence, as to entertain honestly the conviction that successful rivalry can be based but upon the supernatural and the unhallowed. Alas! for the printing-press which has disencumbered our souls of so many happy illusions! In the nineteenth century we have nothing of the sort to fall back upon, and when beaten at Chess can plead no stronger excuse to ourselves than "headache." Such a feeling as this of Messer Paolo Boi's, we hold to be assuredly the loftiest pitch to which real Chess-faith can soar!

An incidental reflection presents itself as interesting to those who love to watch the workings of the vital spark which dwells in frail mortality. From the constant patronage of Chess evinced by Philip, one can hardly

believe him to have been the gloomy bigot pourtrayed by every historian; though still the fact may not be contradicted. Be the love of Chess, then, to his memory, the one redeeming trait—the solitary humanizing point—which ALL, even the worst of us, we trust and believe, possess. The very speckled toad, we learn, bears a jewel in its head, though our dim eyes may not see it bodily. The mode in which Paolo is to receive his pension, we like hugely. The Monarch quarters the recipient, in the highest style of financial skill, upon his native city, Syracuse; instead of keeping quarter day at Madrid. "We hear and we obey," was, doubtless, the response tendered by the slavish Sicilians to the royal mandate. The stroke is worthy of the biggest-bearded Oriental despot that ever sported turban of sacred green. A second amusing bit of King-craft presents itself in the miraculous condescension of Don Sebastian, the chivalrous ruler of Portugal, who, when poor Boi has all but lost the use of *half his understanding*, by kneeling for several hours consecutively, absolutely demeans himself to the point of tendering his own sacred right-hand digits, that his fellow King, the Sovereign of the Chess-field, may arise—and kneel upon t'other knee! The kings of the earth, in latter generations, would have thought but little of handing Paolo a chair. As our right dear friend, and Chess "Collaborateur" in the Palamède, M. de St. Amant, has so well remarked upon this very passage of history, "people who have been kneeling down before kings, now arise of themselves!"

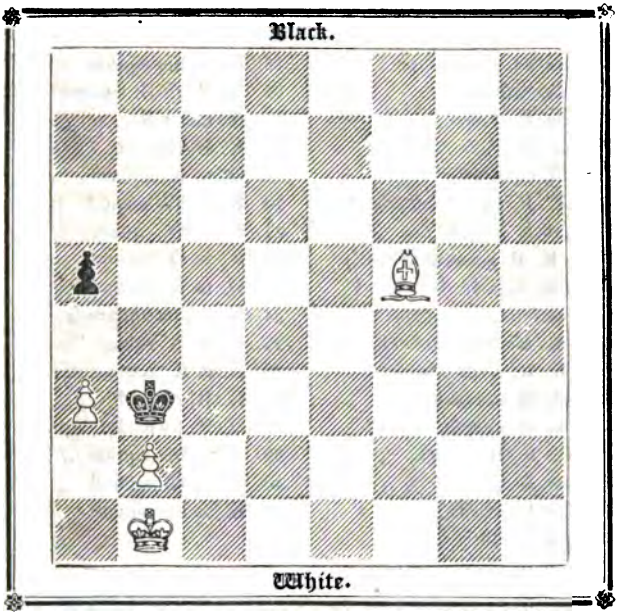
THE LIGHT AND LUSTRE OF CHESS!—Our story is done, our tale is told; and this brilliant recollection of the past fades away like the mists of June at sunrise. Centuries have revolved, seasons have passed away, revolutions have swept over Naples and Calabria, and the graves of the great, whose deeds we have just brought to view, lie hidden from the travellers' ken. Light and Lustre! Glory and Splendour of our Kingly Recreation! Were not these titles well bestowed?—fairly and honourably won—and as gallantly maintained? They were; and fame and name thus held through life, shall never pass away, while the chronicles of Chess endure in the soul of the enthusiast. Paolo and Leonardo, like Castor and Pollux, reign as the two bright stars in the history of Chess, with which no third immortal may pretend to vie. They shine out from the age in which they breathed, as pillars of flame in the desert of life, and mark the way for the humble pilgrim seeking to bend him lowly at Caïssa's shrine;—beacons are they to light the haven for the bark; eternal examples of the noble and the great—the excellent and the chivalrous:—not to be profaned by the shallow sneer of the scorning fool, glorying in his folly, but to be thought upon, and pondered over, and received into the innermost hearts of those chosen spirits in the cause, who have feeling to conceive—souls to sympathize with—enthusiasm to enshrine—and intellect to comprehend their deeds of great, and brave, and glorious daring. Light and Lustre of Chess! Paolo of Syracuse—Leonardo of Italy!—be your names immortal!

THE END.

PROBLEM, No. 187.

By Mr. WILLIAM BONE.

White, playing first, mates in eleven moves.



GAME DCVII.

M. DE LA BOURDONNAIS plays, without seeing the board, against M. JAY.

(At this sitting M. De la B. played two games at once without the board, his second opponent being M. Jouy.)

White. (M. DE LA B.)	*Black.* (M. JAY.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to R. fourth

White. (M. De la B.)	*Black.* (M. Jay.)
6. Castles	6. K. Kt. to B. third
7. Q. P. two	7. K. Kt. takes P.
8. Q. P. takes P.	8. K. Kt. takes Q. B. P.
9. Kt. takes Kt.	9. B. takes Kt.
10. Q. to her Kt. third	10. B. takes R.
11. K. B. takes B. P. (check)	11. K. to B. square
12. B. to K. Kt. eighth	12. R. takes B.
13. K. Kt. to Kt. fifth	13. Kt. takes P.
14. K. B. P. two (*a*)	14. Q. P. two
15. P. takes Kt. (discov. ch.)	15. K. to his square
16. Q. to her third	16. K. R. to B. square
17. R. takes R. (check)	17. K. takes R.
18. Q. takes R. P.	18. K. B. checks
19. K. to R. square	19. Q. to K. square
20. Q. to K. R. eighth (check)	20. K. to his second
21. Q. takes P. (check)	21. K. to Q. square
22. Kt. to K. B. seventh (check)	22. K. to Q. second
23. Kt. to Q. eighth (dis. ch.) (*b*)	23. Q. to K. second (*c*)
24. K. P. one (check) (*d*)	24. K. to his square (*e*)
25. Q. to K. Kt. sixth (check)	25. K. to B. square
26. B. to K. R. sixth (check)	26. B. to K. Kt. second
27. Q. to K. R. seventh	27. Q. B. takes P.
28. Q. to K. R. eighth (check)	28. Q. B. to K. Kt. square
29. B. takes K. B. (check)	29. K. to his square (*f*)
30. Q. takes B. (check)	30. K. to Q. second
31. Q. takes P. (check)	31. K. to his square
32. Kt. to K. sixth	

AND WHITE ULTIMATELY WON THE GAME.

Notes to Game DCVII.

(*a*) Knight takes King's Rook's Pawn, checking, would have been better play.

(*b*) Beautifully played.

(*c*) The student will observe that if M. Jay had taken the Knight, he would have been mated in two moves.

(*d*) This move also is played with consummate skill.

(*e*) Black would have suffered mate in three moves, if he had ventured to capture the Knight.

(*f*) Had he taken the Bishop, White would have won his Queen by checking King and Queen with his Knight.

GAME DCVIII.

M. De la Bourdonnais plays without seeing the Chess-board, against Mr. D. Wilson.

White. (M. De la B.)	*Black.* (Mr. W—.)
1. K. P. two	1. K. P. one
2. K. B. P. two	2. Q. P. two
3. K. P. one	3. Q. B. P. two
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. B. P. one	5. Q. to her Kt. third
6. K. B. to Q. third	6. Q. B. to Q. second
7. K. B. to Q. B. second	7. K. B. P. one
8. Castles	8. K. B. to K. second
9. K. to R. square	9. Castles
10. Q. R. P. one	10. K. Kt. to R. third
11. Q. P. two	11. K. B. P. takes K. P.
12. K. B. P. takes P.	12. Q. B. to K. square
13. Q. B. takes Kt.	13. P. takes B.
14. Q. Kt. P. two	14. Q. B. P. takes Q. P.
15. Q. Kt. P. one	15. Q. takes P.
16. P. takes P.	16. Q. B. to K. R. fourth
17. Q. Kt. to B. third	17. Q. to her Kt. third
18. Q. Kt. to R. fourth	18. Q. to R. fourth
19. Q. R. to Q. Kt. square	19. Q. R. to Q. second
20. Q. to her third	20. Q. B. to K. Kt. third
21. Q. to K. second	21. B. takes B.
22. Q. takes B.	22. Q. R. to Q. B. second
23. Q. to her Kt. third	23. K. to Q. second
24. K. R. to Q. B. square	24. K. R. to Q. B. square
25. Q. Kt. to B. fifth (check)	25. B. takes Kt.
26. R. takes B.	26. Kt. takes Q. P.
27. R. takes R. (check)	27. Q. takes R.
28. Kt. takes Kt.	28. Q. takes K. P.
29. Q. takes P. (check)	29. R. to Q. B. second
30. Q. to Kt. fifth (check)	30. K. to Q. third
31. Kt. to K. B. third	31. Q. to K. B. fifth
32. R. to K. square	32. P. to K. R. fourth
33. Q. to K. eighth	33. Q. to K. R. third
34. Kt. to K. fifth	34. Q. to K. B. third
35. Q. to her Kt. eighth	35. Q. to K. B. seventh
36. R. to Q. B. square	36. K. takes Kt.
37. Q. takes R. (check)	37. K. to B. third
38. Q. takes K. R. P.	38. K. R. P. one

White. (M. De la B.)	*Black.* (Mr. W—.)
39. Q. to K. R. eighth (check)	39. K. to his second
40. Q. to K. Kt. seventh (check)	40. K. to Q. square
41. Q. to her B. seventh (check)	41. K. to his square
42. Q. to her Kt. eighth (check)	42. K. to his second
43. R. to B. seventh (check)	

WINNING THE QUEEN NEXT MOVE.

GAME DCIX.

M. De la Bourdonnais plays without seeing the Chess-board, against M. Delaroche.

White. (M. De la B.)	*Black.* (M. D—.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Q. Kt. to B. third (*a*)	5. P. takes K. Kt.
6. Q. takes P. (*b*)	6. Q. P. two
7. K. B. takes Q. P.	7. Q. B. P. one
8. K. B. to Q. Kt. third	8. Q. B. to K. third (*c*)
9. B. takes B.	9. P. takes B.
10. Q. to R. fifth (check)	10. K. to Q. second
11. Q. P. two	11. K. Kt. to B. third
12. Q. to R. third	12. Q. to K. second
13. Q. B. takes P.	13. K. B. to Kt. second
14. Castles on K. side	14. Q. Kt. to R. third
15. Q. R. to Q. square	15. Q. R. to K. square
16. Q. P. one	16. Q. B. P. takes P.
17. P. takes P.	17. K. to Q. B. square
18. K. to R. square	18. Q. to her second
19. P. takes P.	19. Q. takes P.
20. Q. Kt. to his fifth (*d*)	20. K. Kt. to Q. second (*e*)
21. Kt. takes P. (check) (*f*)	21. K. to Q. square
22. B. to K. Kt. fifth (check)	22. K. to Q. B. second
23. Q. takes Q.	23. R. takes Q.
24. K. R. to K. B. seventh	24. Q. Kt. to his square
25. K. R. takes B.	25. K. to Q. Kt. third
26. K. R. P. one	26. K. takes Kt.
27. Q. R. takes Kt.	27. Kt. takes R.

White. (M. De la B.)	*Black.* (M. D—.)
28. R. takes Kt.	28. Q. R. to K. seventh
29. Q. B. to Q. second	29. K. R. P. two
30. K. Kt. P. one	30. K. R. to K. Kt. square
31. R. to Q. third	31. K. R. to K. B. square
32. K. to Kt. square	32. Q. Kt. P. one
33. B. to K. third	33. Q. R. to K. eighth (check)
34. K. to Kt. second	34. Q. R. to K. seventh (check)
35. K. to Kt. square	35. Q. R. to K. eighth (check)

DRAWN GAME.

Notes to Game DCIX.

(*a*) This move was first introduced in its present order by Mr. M'Donnell, and by him given to M. De la B. It forms an ingenious novelty in the Muzio Gambit, instead of Castling or playing Queen's Pawn two squares.—G. W.

(*b*) Instead of taking the Pawn, the opening player may Castle with advantage at this point.

(*c*) King's Bishop to Rook's third, would have been a better move.

(*d*) Finely played.

(*e*) If he had taken the Queen, White would have mated him on the move.

(*f*) By checking with the Knight at Queen's sixth, White might have won the game without much trouble.

GAME DCX.

M. De la Bourdonnais plays without seeing the Chess-board, against M. Boncourt.

White. (M. De la B.)	*Black.* (M. B—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. P. one
3. K. B. to Q. B. fourth	3. K. B. P. two
4. Q. P. one	4. Q. B. P. one
5. Q. Kt. to B. third	5. K. B. to K. second
6. Castles	6. K. Kt. to B. third

White. (M. De la B.)	*Black.* (M. B—.)
7. Q. to K. second	7. Q. Kt. P. two
8. K. B. to Q. Kt. third	8. Q. Kt. P. one
9. Q. Kt. to Q. square	9. K. B. P. takes P.
10. P. takes P.	10. Q. B. to R. third
11. K. B. to Q. B. fourth	11. B. takes B.
12. Q. takes B.	12. Q. P. one
13. P. takes P.	13. P. takes P.
14. Q. to K. second	14. K. P. one
15. K. Kt. to Q. fourth	15. Q. to her second
16. Q. Kt. to K. third	16. Q. Kt. to B. third
17. Kt. takes Kt.	17. Q. takes Kt.
18. Kt. to K. B. fifth (*a*)	18. K. B. to his square
19. Q. B. to K. third	19. Q. to her second
20. Kt. to Q. fourth	20. K. B. to Q. third
21. K. B. P. two	21. Castles on K. side
22. K. R. P. one	22. K. R. P. two
23. Q. R. to Q. square	23. K. B. to Q. B. fourth
24. K. B. P. one	24. Q. R. to K. square
25. Q. B. P. two	25. P. takes P. *en passant*
26. P. takes P.	26. Q. R. to K. fourth
27. Q. B. P. one	27. B. takes Kt.
28. B. takes B.	28. R. takes P.
29. R. takes R.	29. Q. takes R.
30. B. takes Kt.	30. Q. takes B.
31. P. takes P. (*b*)	31. Q. to K. fourth
32. Q. P. one	32. K. P. one
33. Q. P. one	33. R. to Q. square
34. Q. to her B. fourth (check)	34. K. to R. second
35. R. to Q. fifth	35. Q. to her R. eighth (check)
36. K. to R. second	36. K. Kt. P. one
37. Q. to her B. fifth (*c*)	37. Q. to K. B. third
38. Q. takes K. P. (*d*)	38. R. to K. B. square
39. R. to K. fifth	39. Q. to her third
40. K. Kt. P. one (*e*)	40. R. to K. B. second (*f*)

DRAWN GAME.

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*Notes to Game DCX.**

(*a*) Well played, and a very difficult move to make out blinded.

(*b*) This simplification of matters was admirably contrived by M. De la Bourdonnais.

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* *The notes to this game are by Mr. G. Walker.*

(*c*) Had the illustrious Frenchman been looking over the board, he would doubtless have discovered that Queen to King's fourth, gives White a won game. This forcibly shows the impossibility of playing with the same strength, *giving the odds of the two eyes.*

(*d*) About this stage of the game great anxiety was experienced by the attendant admirers of M. De la B., lest he should forget this dangerous Pawn; upon his taking it, their delight vented itself in a cheer that shook the Club-room.

(*e*) A second time the best chance of victory is overlooked. The Queen should go to her Bishop's fourth.

(*f*) Boncourt has skilfully worked himself into a position of safety, and the game was abandoned as drawn after a few more moves.

[It is a curious fact that this game may be said to have killed M. De la Bourdonnais. It was the last he ever played blindfold. He had much excited himself, as the room was full of people and the game very difficult. In the night following this game several small blood-vessels burst in his head, and although he temporarily recovered, the foundation was thus laid for the disease which finally took him from us.]

GAME DCXI.

Between Mr. HARRY WILSON and CAPTAIN EVANS, the inventor of the celebrated "Evans's Gambit." This and the following game are from a choice collection of unpublished MS. games, in the possession of Mr. Harry Wilson, which that distinguished Amateur, with his accustomed liberality, has kindly placed at the disposal of the Editor.

White. (Mr. H. W—.)	*Black.* (CAPT. E—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. to Q. B. fourth
5. K. Kt. to his fifth	5. K. Kt. to R. third
6. Kt. takes K. B. P.	6. Kt. takes Kt.
7. B. takes Kt. (check)	7. K. takes B.
8. Q. to K. R. fifth (check)	8. K. Kt. P. one
9. Q. takes B.	9. R. to K. square
10. Q. to her fifth (check)	10. K. to Kt. second
11. Q. B. to K. Kt. fifth	11. R. takes P. (check)
12. Q. takes R.	12. Q. takes B, (*a*)
13. Castles	13. Q. P. two
14. Q. to K. B. third	14. Kt. to K. second

White. (Mr. H. W—.)	*Black.* (Capt. E—.)
15. Q. to K. Kt. third	15. Q. takes Q.
16. R. P. takes Q.	16. B. to K. B. fourth
17. R. to Q. B. square (*b*)	17. Q. B. P. two
18. Kt. to Q. second	18. Q. B. P. one
19. Q. B. P. one	19. Q. P. one
20. Q. Kt. P. one	20. R. to Q. B. square
21. P. takes P.	21. P. takes P.
22. Q. R. to Kt. square	22. R. to Q. B. second
23. R. to Q. Kt. fourth	23. B. to K. third
24. K. R. to Q. Kt. square (*c*)	24. Q. Kt. P. one
25. K. R. to K. square	25. R. to Q. B. third
26. R. to K. fourth (*d*)	26. Q. R. P. two
27. Q. R. to Kt. fifth	27. K. to B. second
28. R. to K. B. fourth (ch.) (*e*)	28. K. to Kt. second
29. K. to B. square	29. Kt. to Q. fourth
30. R. takes Kt.	30. B. takes R.
31. R. to Q. fourth	31. R. to Q. B. fourth
32. K. B. P. one	32. Q. Kt. P. one
33. Q. R. P. one	33. K. to B. third
34. K. to B. second	34. Q. Kt. P. one
35. R. P. takes P.	35. R. P. takes P.
36. P. takes P.	36. Q. B. P. one (*f*)
37. P. takes R.	37. Q. B. P. one
38. R. takes B.	38. Q. B. P. becomes a Q.
39. R. takes P.	39. Q. takes P. (check)
40. K. to his second	40. Q. to K. Kt. eighth
41. Kt. to K. fourth (check)	41. K. to his fourth
42. R. to K. third	42. Q. takes P. (check)
43. Kt. to B. second (dis. ch.)	43. K. to Q. fifth
44. R. to K. fourth (check)	44. K. to Q. fourth
45. K. Kt. P. one	45. R. P. two
46. P. takes P.	46. P. takes P.
47. R. to K. R. fourth	47. Q. to K. Kt. fourth
48. R. to K. R. third	48. K. to Q. fifth
49. K. to B. square	49. K. to his sixth
50. Kt. to Q. square (check)	50. K. to Q. seventh
51. Kt. to K. B. second	51. Q. to her Kt. fourth (check)
52. K. to Kt. second	52. K. to his eighth
53. R. to K. R. square (check)	53. K. to his seventh
54. Kt. to R. third	54. Q. to K. B. fourth
55. Kt. to K. Kt. square (check)	55. K. to his sixth
56. R. to his third	56. Q. to B. seventh (check)
57. K. to R. square	57. Q. to K. Kt. third
58. R. to his second	58. Q. to K. Kt. fourth

White. (Mr. H. W.)	*Black.* (Capt. E—.)
59. R. to K. second (check)	59. K. to Q. sixth
60. R. to K. R. second	60. P. one
61. R. to K. Kt. second	61. Q. to K. B. fourth
62. R. to his second	62. Q. to K. B. fifth
63. R. to his third	63. K. to Q. seventh
64. R. to R. second (check)	64. K. to his eighth
65. R. to Q. R. second	65. Q. to her fifth
66. R. to K. second (check)	66. K. to B. eighth
67. R. to K. Kt. second	67. Q. to her second
68. R. to Q. R. second	68. Q. to K. Kt. second
69. Kt. to R. third	69. Q. to K. B. third
70. R. to K. B. second (check)	70. K. to his eighth
71. K. to Kt. square	71. Q. to K. Kt. third (check)
72. R. to Kt. second	72. Q. to K. B. fourth
73. Kt. to his fifth	73. P. one
74. R. to K. Kt. fourth (*g*)	74. Q. to her B. fourth (check)
75. K. to R. second	75. Q. to K. B. seventh (check)
76. K. takes P.	76. K. to B. eighth
77. R. to Kt. third	77. Q. to her Kt. third
78. P. one	78. Q. to K. B. seventh (*h*)
79. R. to K. B. third	

AND BLACK RESIGNED.

Notes to Game DCXI.

(*a*) Black's opening moves in the present party are not played with the correctness and circumspection which usually distinguish the gallant Captain's games.

(*b*) We cannot think this a judicious move. Would not Rook to King's square, followed by Knight to Queen's Rook's third, have been a better mode of sustaining the Bishop's Pawn?

(*c*) It appears to us that White might have won a Pawn by playing his Rook to King's square at once.

(*d*) Instead of this move, White should have taken the Queen's Bishop's Pawn with his Knight; and if Black had then advanced Queen's Rook's Pawn two squares, he might have retired his Rook with safety to Queen's Knight's second.

(*e*) Knight to King's Bishop's third, would surely have been better play.

(*f*) This and Black's following move are finely conceived.

(*g*) Well played.

(*h*) An egregious blunder! The game should have been drawn twenty moves before.

GAME DCXII.

Between the same Players.

Black. (Capt. E—.)	*White.* (Mr. H. W—.)
1. K. P. two	1. K. P. two
2. Q. B. P. one	2. Q. P. two
3. K. Kt. to B. third	3. P. takes P.
4. Kt. takes P.	4. Q. to her fourth
5. K. B. P. two	5. P. takes P. *en passant*
6. Kt. takes P.	6. K. Kt. to B. third
7. Q. P. two	7. K. B. to Q. third
8. Q. B. P. one	8. Q. to K. fifth (check)
9. B. to K. second	9. Castles
10. Castles	10. Q. B. to K. B. fourth
11. Q. B. P. one	11. K. B. to his fifth
12. Q. Kt. to B. third	12. B. to K. sixth (check)
13. K. to R. square	13. Q. to K. second
14. Kt. to K. fifth	14. B. takes B.
15. R. takes B.	15. B. to K. Kt. third
16. B. to Q. B. fourth	16. Q. B. P. one
17. Q. to K. B. third	17. Q. Kt. to Q. second
18. Kt. takes B.	18. R. P. takes Kt.
19. Q. R. to K. square	19. Q. to her square
20. Q. to K. Kt. third	20. K. to R. square
21. R. to K. third	21. Kt. to K. R. fourth
22. Q. to K. B. third	22. Q. to K. B. third
23. Q. to K. Kt. fourth	23. Q. to her square
24. B. takes K. B. P.	24. Q. Kt. to K. B. third
25. Q. takes P. at Kt. sixth	25. Q. takes Q. P.
26. R. to K. fourth	26. Q. to her seventh
27. K. Kt. P. two	27. Kt. takes R.
28. Q. takes Kt. (check)	28. Q. to K. R. third
29. Kt. takes Kt.	29. Q. takes Q.
30. P. takes Q.	30. Q. R. to Q. B. square
31. Kt. to Q. sixth	31. Q. R. to B. second
32. K. to Kt. second	32. Q. Kt. P. one
33. Q. Kt. P. two	33. Q. R P. two
34. Q. R. P. one	34. R. P. takes P.
35. R. P. takes P.	35. P. takes P.
36. P. takes P.	36. R. to Q. R. second
37. K. to Kt. third	37. R to Q. R. fourth
38. R. to K. B. fifth	38. R. to Q. square
39. B. to K. Kt. sixth	39. R. to Q. R. fifth
40. B. to K. eighth	

AND WHITE ABANDONED THE GAME.

GAME DCXIII.

Between Mr. STAUNTON and a skilful Amateur of the St. George's Chess Club; the former giving the Pawn and two moves.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. —.)	*White.* (Mr. ST—N.)
1. K. P. two	1.
2. Q. P. two	2. Q. P. one
3. Q. Kt. to B. third	3. Q. Kt. to B. third
4. K. B. to Q. B. fourth	4. K. P. one
5. K. Kt. to R. third	5. K. P. one
6. K. Kt. to his fifth	6. Kt. to K. R. third
7. Kt. to K. sixth	7. B. takes Kt.
8. B. takes B.	8. Kt. takes Q. P.
9. B. to Q. B. fourth (*a*)	9. K. Kt. P. one
10. K. R. P. two	10. Q. to her second
11. B. to K. Kt. fifth	11. Q. B. P. one (*b*)
12. Q. to her second	12. Kt. to K. B. second
13. B. to K. B. sixth	13. K. R. to K. Kt. square
14. B. takes Kt. (check)	14. Q. takes B.
15. B. to K. Kt. fifth	15. K. R. P. one
16. B. to K. third	16. Kt. to K. third
17. B. takes K. R. P.	17. B. takes B.
18. Q. takes B.	18. Castles.
19. Q. to K. third	19. K. to Q. Kt. square
20. Castles on Q. side	20. K. R. to K. B. square
21. Q. R. to Q. second	21. K. to R. square (*c*)
22. K. R. to Q. square	22. Kt. to Q. fifth
23. K. to Kt. square	23. Q. to K. B. third
24. Kt. to K. second	24. Kt. takes Kt.
25. Q. takes Kt.	25. Q. takes K. R. P.
26. R. takes Q. P.	26. R. takes R.
27. R. takes R.	27. R. takes K. B. P. (*d*)
28. Q. to her square (*e*)	28. Q. R. P. one
29. R. takes K. Kt. P.	29. Q. takes K. P.
30. R. to K. Kt. eighth (check)	30. K. to R. second
31. K. Kt. P. two	31. Q. to her B. fifth

AND, AFTER A FEW MOVES, BLACK RESIGNED.

Notes to Game DCXIII.

(*a*) If Black had taken the King's Knight with his Queen's Bishop, White could have captured the King's Bishop with his Knight.

(*b*) This move was indispensable to prevent the Black Knight's advance to Queen's fifth square.

(*c*) With the object of playing up the Pawns on his Queen's side.

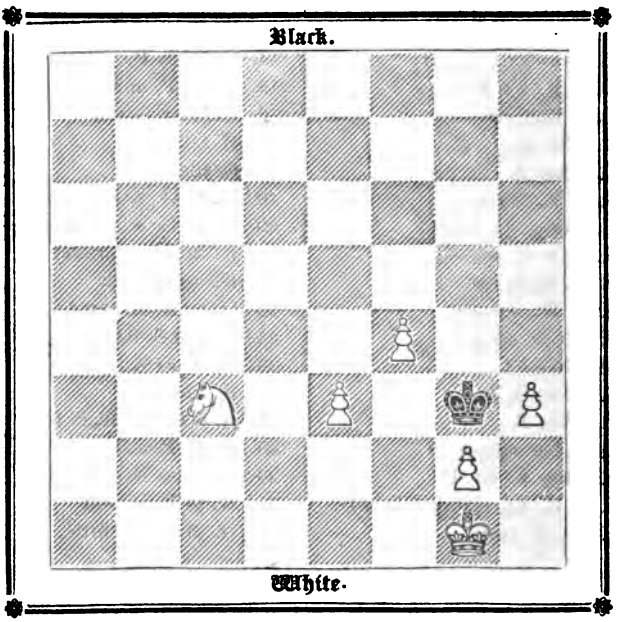
(*d*) Correctly played.

(*e*) Black could neither take the Rook nor check with his own Rook without losing the game.

PROBLEM, No. 188.

By Mr. WILLIAM BONE.

White mates in five moves.



GAMES PLAYED TWENTY-FIVE YEARS SINCE

IN THE

LONDON CHESS CLUB.

FROM M. CAZENOVE'S SELECTION.*

GAME No. 7.

The player of the White pieces gave his opponent the Queen's Knight.

(Remove White's Queen's Knight from the board.)

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. P. one
4. K. Kt. to K. second	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. B. checks
7. K. to B. square	7. Q. B. to Q. second
8. K. B. P. one	8. Castles
9. K. to his B. second	9. Q. Kt. to B. third
10. Q. B. to K. B. fourth	10. Q. P. one
11. P. takes P.	11. Q. Kt. to Q. R. fourth
12. Q. Kt. P. one	12. K. B. to Q. third
13. K. Kt. P. one	13. B. takes B.
14. P. takes B.	14. Q. Kt. P. two
15. B. to Q. third	15. K. Kt. takes P.
16. Q. R. P. one	16. Q. to K. R. fifth (check)
17. Kt. to Kt. third	17. K. Kt. takes P.
18. B. to K. fourth	18. B. to Q. B. third
19. Q. P. one	19. Q. R. to Q. square
20. Q. to K. square	20. R. takes P.
21. Q. takes Q. Kt. (*a*)	21. Kt. to Q. sixth (check)
22. K. to Kt. second	22. Q. to K. B. third
23. B. takes R.	23. Q. to her Kt. seventh (check)
24. K. to R. third	24. B. to Q. second (check)
25. Kt. to K. B. fifth	25. B. takes Kt. (check)
26. K. to R. fourth	26. Q. to K. B. third (check)
27. K. to Kt. third	27. Q. to K. Kt. fourth (CHECKMATE).

(*a*) If Bishop had taken Rook, King's Knight would have moved to adverse Queen's third, and won the Queen.

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* *See page 77 of the present Volume.*

GAME No. 8.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. second
7. Q. P. two	7. K. B. to Kt. second
8. B. takes P.	8. B. takes Q. P. (check)
9. K. to R. square	9. B. takes Q. Kt. P.
10. Q. Kt. to B. third	10. B. takes Q. R.
11. Kt. to Q. fifth	11. Q. to her B. fourth
12. Q. B. to Q. sixth	12. Q. takes B. (*a*)
13. Q. takes K. B. P. (check)	13. K. to Q. square
14. Q. to K. B. eighth (check)	14. Q. takes Q.
15. R. takes Q. (CHECKMATE).	

(*a*) If the Queen's Bishop's Pawn should take the Bishop, Black would be checkmated one move sooner.

GAME No. 9.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. second
7. Q. P. two	7. Q. Kt. to B. third
8. Q. B. takes P.	8. Kt. takes Q. P.
9. Q. to K. R. fifth	9. Q. to her B. fourth
10. Q. takes B. P. (check)	10. K. to Q. square
11. Q. B. checks	11. B. to K. second
12. Q. to B. eighth (CHECKMATE).	

GAME No. 10.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.

White.	*Black.*
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. Q. B. P. one	7. Q. Kt. to B. third
8. Q. P. two	8. Kt. takes Q. P.
9. P. takes Kt.	9. Q. takes P. (check)
10. K. to R. square	10. Q. takes B.
11. B. takes P.	11. Q. P. one
12. Kt. to Q. R. third	12. Q. to K. third
13. Kt. to his fifth	13. K. to Q. square
14. Q. to her B. third	14. Kt. to K. B. third
15. B. to K. Kt. fifth	15. B. to K. second
16. R. takes Kt.	16. Q. to K. fourth (*a*)
17. Q. takes Q. B. P. (check)	17. K. to his square
18. Kt. takes Q. P. (check)	18. B. takes Kt.
19. Q. takes B. P. (check)	19. K. to Q. square
20. R. takes B. (CHECKMATE).	

(*a*) If instead of this move the King's Bishop had taken the Rook, the White would have won the game as follows :—

White.	*Black.*
	16. B. takes R.
17. Q. B. takes B. (check)	17. K. to Q. second
18. Q. takes Q. B. P.	18. K. to his square
19. Q. to her eighth (CHECKMATE).	

PROBLEMS FOR YOUNG PLAYERS.

No. 172.

By HERR KLING.

White.	*Black.*
K. at his Kt.'s third	K. at his Kt.'s third
Q. at K. B.'s fourth	Q. at Q. R.'s seventh
R. at K. Kt.'s eighth	R. at K.'s seventh
Kt. at Q.'s sixth	B. at K. Kt.'s second
Pawns at K. Kt.'s fourth, and K. B.'s third	Kt. at K. R.'s third
	Kt. at K.'s fourth
	Pawns at K. R.'s second, K.'s third, and Q.'s second

White to play, and mate in four moves.

No. 173.

By Mr. W. Bone.

White.	*Black.*
K. at Q.'s eighth	K. at Q. R.'s square
Q. at K. Kt.'s fourth	Q. at K.'s fourth
B. at K.'s eighth	R. at K. R.'s seventh
Kt. at K. B.'s sixth	R. at Q. Kt.'s seventh
Kt. at Q.'s seventh	B. at Q.'s third
Pawn at Q. Kt.'s fifth	Pawns at Q. B.'s second, Q. Kt.'s second, and Q. R.'s second

White, playing first, mates in four moves.

No. 174.

By Mr. W. Bone.

White.	*Black.*
K. at his seventh	K. at Q. B.'s second
Q. at K. Kt.'s fourth	Q. at K. Kt.'s fourth
B. at Q. B.'s fifth	R. at K. R.'s square
Kt. at Q. Kt.'s sixth	R. at Q. R.'s square
Pawns at K. R.'s third, Q. Kt.'s third, and Q. R.'s second	Pawns at K. Kt.'s second, K. B.'s third, Q. B.'s third, Q. Kt.'s second, and Q. R.'s third

White to play, and mate in four moves.

No. 175.*

By Mr. ———.

White.	*Black.*
K. at his R.'s eighth	K. at his R.'s third
B. at K.'s eighth	Pawns at K. R.'s second, and K. R.'s sixth
B. at Q.'s eighth	
Pawns at K. R.'s second, and K. B.'s third	

White to play, and mate in four moves.

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* *From Le Palamède.*

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

In our last Number.

No. 168.

White.	*Black.*
1. Q. to K. Kt.'s sixth	1. Q. takes Q.
	This appears to be Black's best move, but if he checks with his R. at Q. Kt.'s eighth, White must take the R. with his Q.
2. P. to R.'s eighth, becomes a Q. and checks	2. K. to his second
3. Kt. checks, &c.	

And draws the game by perpetual check with the Queen or Knight.

No. 169.

White.	*Black.*
1. B. to K.'s sixth (check)	1. K. takes B. (*best*)
2. Kt. to K.'s fifth (discov. ch.)	2. Q. takes Q.
3. P. MATES.	

No. 170.

White.	*Black.*
1. B. to K.'s fifth	1. K. to Q.'s square
2. Kt. to Q.'s sixth	2. K. to his second
3. B. to K. Kt.'s seventh	3. K. to Q.'s square
4. B. to K. B.'s sixth (MATE).	

No. 171.

White.	*Black.*
1. Kt. to Q.'s fourth (check)	1. K. to B.'s fourth (*best*)
2. Kt. to Kt.'s third (double ch.)	2. K. to Kt.'s fifth, or (A)
3. R. P. one (check)	3. K. to Kt.'s fourth
4. Q. to B.'s fifth (check)	4. Kt. or R. takes Q.
5. Kt. to Q.'s fourth (CHECK-MATE).	

(A)

White.	*Black.*
2.	2. K. to Kt.'s fourth
3. Q. to B.'s fifth (check)	3. Kt. or R. takes Q.
4. Kt. checks	4. K. to Kt.'s fifth
5. P. mates	

ELEMENTARY LESSONS,

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION THIRD.

Lesson Eighteenth.

ON THE KING'S KNIGHT'S OPENING.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. K. B. to Q. B.'s fourth

Black's second move is not to be commended, and with the remaining irregular defences to the King's Knight's opening, viz., King's Bishop to Queen's third, King's Bishop's Pawn one, and Queen to King's Bishop's third, may be very briefly dismissed.

3. K. Kt. takes P.	3. Q. to K.'s second
4. Q. P. two	4. Q. P. one
5. K. Kt. takes K. B. P.	5. Q. takes P. (check)
6. Q. B. to K.'s third	6. K. takes Kt.

If Black, instead of taking the Knight, takes Queen's Pawn with his Bishop, White may play Queen's Knight to Queen's second, and then take the King's Rook.

7. P. takes B.	7. P. takes P.
8. Q. to K. R.'s fifth (check)	8. K. to B.'s square
9. Q. takes P. (check)	

And White has a decisive advantage.

Variation commencing at Black's 4th Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. K. B. to Q. B.'s fourth
3. K. Kt. takes P.	3. Q. to K.'s second

White.	*Black.*
4. Q. P. two	4. K. B. to Q.'s third
5. K. Kt. to B.'s third	5. Q. takes K. P. (check)
6. K. B. to K.'s second	

White has the better game.

Another Variation on Black's 4th Move.

White.	*Black.*
	4. K. B. P. one
5. Q. to K. R.'s fifth (check)	5. K. Kt. P. one

If Black move his King to the Bishop's square, his opponent should check with the Knight at Knight's sixth, and afterwards take the Bishop with his Queen.

6. Kt. takes Kt. P.	6. Q. takes P. (check)
7. K. to Q.'s square	7. Q. takes K. Kt.

Instead of taking the Knight, Black may take Queen's Pawn, checking, upon which White should interpose his King's Bishop.

8. Q. takes K. B.

Having a Pawn more, and a better position than the second player.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. Q. to K. B.'s third

Black's move of Queen to Bishop's third is exceptionable, because the Queen, when played out early in the game, can be generally driven about, and hampered by the enemy's minor pieces, which are thus brought into effective action while a place of safety is sought for her.

3. K. B. to Q. B.'s fourth	3. Q. to K. Kt.'s third

Black now attacks both the King's Pawn and King's Knight's Pawn, but it will be seen that neither can be taken with impunity; for example, in the first place,

4. Castles	4. Q. takes K. P.
5. K. B. takes K. B. P. (check)	5. K. to Q.'s square
6. K. Kt. takes K. P.	

And White has an unquestionable superiority of force and position.

In the second place,

White.	*Black.*
4. Q. P. one	4. Q. takes K. Kt. P.
5. K. R. to Kt.'s square	5. Q. to K. R.'s sixth
6. B. takes K. B. P. (check)	6. K. to Q.'s square, or to his second
7. R. to K. Kt.'s third	

And Black cannot save his Queen.

If, in either of these examples, Black takes the Bishop with his King, upon that piece taking the King's Bishop's Pawn, it is obvious that White will win the Queen by checking with the Knight at King's Knight's fifth square.

Variation commencing at Black's 3rd Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. Q. to K. B.'s third
3. K. B. to Q. B.'s fourth	3. K. B. to Q. B.'s fourth
4. Q. B. P. one	4. Q. Kt. to B.'s third
5. Q. P. two	5. P. takes P.
6. K. P. one	6. Kt. takes P.
7. Q. to K.'s second	

And the second player must lose his Knight. At his fourth move, Black has many ways of playing, but, owing to the position of his Queen, none which does not lead to an embarrassed game.

CORRESPONDENCE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

TURNING over the leaves, Mr. Editor, of your Second Volume, yesterday morning, I was struck with the following note upon one of the games played by De la Bourdonnais and M'Donnell; such game being the 25th in the series, and occupying your 26th and 27th pages. Respecting De la B.'s 18th move you say:—"*It is consolatory to players of moderate powers to find that those of the highest rank are not exempt from errors which would raise a smile even among beginners at the game. Through a strange inadvertence, Black, in his last move, left the King's Pawn unguarded; and, still more strangely, his quick-sighted antagonist overlooked the advantage thus presented him of determining the battle.*"

Now, from the forcible language in which this critique is worded, it was tolerably clear that the fault imputed was of the class "enormous blunder;" and I immediately set up my Chessmen in order to have a look at it. I played over the preceding moves of the game, and the "blunder" was "enormous" indeed; so "enormous," that the very hair

of my head stood on end with horror and wonder. M'Donnell leaves a Pawn "en prise," which an adverse Knight can take, forking Queen and Rook; and his opponent, M. De la Bourdonnais, with a chivalry peculiarly French, overlooks the advantage, and with the view, I presume, of lengthening the game, retreats Knight simply to head quarters! The moves, Mr. Editor, you give thus:—

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. B. P. two	1. Q. P. two
2. Q. P. two	2. Q. B. P. two
3. K. P. one	3. K. P. one
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. B. P. two	5. Q. B. P. takes Q. P.
6. K. P. takes P.	6. Q. P. takes Q. B. P.
7. K. B. takes P.	7. K. Kt. to B. third
8. Q. Kt. to B. third	8. K. B. to K. second
9. Castles	9. Castles
10. K. to R. square	10. Q. R. P. one
11. Q. B. to K. third	11. Q. Kt. P. two
12. K. B. to Q. third	12. Q. B. to Kt. second
13. K. Kt. to his fifth	13. K. to R. square
14. K. B. to Q. B. second	14. Q. Kt. to his fifth
15. K. B. to Q. Kt. third	15. Q. Kt. to Q. fourth
16. Kt. takes Kt.	16. Kt. takes Kt.
17. Q. to K. second	17. K. B. P. one (!)
18. Kt. to K. B. third (!!)	

Over this position I paused in utter perplexity. What? said I, the two great players of the age commit a fault so gross?—a deep sin of commission—a deeper sin of omission—I am bewildered.—Are our Chess gods, then, mere idols of clay after all? I cannot understand it. The moves must be incorrectly printed. Well, I played them over again and again; but the chapter all reads fluently, and I could detect nothing wrong. I then referred to the parent source—to the printed collection of these games by my namesake, Mr. William Greenwood Walker, and found his text the same;—and then, Mr. Editor, I did at last, what I ought to have done at first,—hunted up my own MS. copy of the games made when they were played. I turn to No. 25, and find I took it all down myself, move by move, as it was played;—and lo! and behold! M. De la Bourdonnais' thirteenth move is not "Knight to his fifth," but to "HIS KING'S FIFTH!" So the blunder is no blunder, save on the side of Mr. William Greenwood Walker—and our two departed heroes remain in my mind what they have ever been—the Leonardo and Paolo Boi of the nineteenth century. The living may protect themselves, but let us be very—very—jealous of the fame of the illustrious dead!

The error on the part of the original transcriber of the moves is curious; and it is rarely indeed a similar error presents itself so difficult of detection. Yet, upon examining the position at Move 13, we find, upon reflection, that Knight to King's fifth has a meaning, which as regards Knight to his own fifth is utterly wanting. The move falsely assumed to have been made, is almost lost time, as being merely a species of false attack; but the move actually played at once challenges the adverse Knight to take, which would allow De la Bourdonnais to reunite his Pawns and open a strong attack. Let the student compare the two, and judge for himself.

I am, Mr. Editor,
Yours truly,
GEORGE WALKER.

17, *Soho Square*,
August 25th, 1843.

THE CHESS PLAYER.

THE reader's imagination will have no difficulty in picturing two individuals seated at a small table. Let him suppose these persons to be two of the lights of the age; one, perhaps, is a dignitary of the Church, renowned for his extensive erudition: the name of the other stands high in the ranks of science. Their powerful minds—which daily pour forth important suggestions respecting the spiritual and material welfare of mankind—are absorbed in silent and intense reflection. Their eyes are fixed. "On what?" you will ask. "Are they watching the results of a chemical experiment, or endeavouring to decipher a Greek manuscript of St. Augustine?" By no means; the table to which all their faculties seem riveted, is curiously inlaid with alternate squares of white and black wood, upon several of which stand upright toys, bearing some resemblance to children's skittles, only they have a greater variety of shapes, and are more elaborately carved. "Surely," you continue, "these intellectual magnates cannot be solely occupied with such frivolous objects?" We will see. The Philosopher has, you perceive, with a trembling hand shifted the tallest of the pieces of ivory from one square to the next—a simple act, which you or I would perform without experiencing the slightest emotion, or expecting it to cause any excitement in the breast of another. But mark its consequences upon the Archdeacon! With lips compressed, and brows closely knitted, he leans both

arms upon the table-edge, and, bending his head, increases the intensity of his gaze upon the playthings. His eyes—heavy with their load of thought—move with slow deliberation from square to square, from the white pieces of ivory to those so prettily dyed red. Suddenly his visage is lighted up with a fine idea; he moves his hand as if to clutch one of the toys; yet, ere his fingers close upon it, a second, and, perhaps, a better thought arrests them. His arm now remains in mid-air, and lo! another ray of genius flashes into his mind; he seizes a figure; he moves it, and utters a strange syllable which sounds something like "Check!" Upon this the Philosopher completely forfeits his character as such, by assuming a fierce look of surprise and disappointment; and under the influence of those feelings, he unwisely, and without due consideration, changes the situation of his tall image. His grasp is scarcely relaxed from it, before the Archdeacon makes another transposition of one of his own playthings, and exclaims, in a tone of extreme exultation, "Mate!" The over-excited individuals immediately rise from the table; and, as stage-duellists wipe their rapiers after a fatal thrust, so does the Archdeacon remove with his handkerchief the copious exudations which are escaping from under his wig. The absorbing question, discussed upon the chequered table by the aid of those elegant specimens of carving, is evidently solved; in a manner, too, not at all pleasing to the Philosopher, who is trying all his might *not* to lose his temper. The Churchman, on the contrary, is so delighted, that he hums a tune of much too lively a measure to be found in any collection of psalmody. These outbreaks of temper and merriment somewhat puzzle you. Aware of their surpassing intellectual powers, you would have thought that no greater amount of wisdom and acumen than they had just appeared to exhibit, would be requisite for discovering the longitude or the philosopher's stone. Nor would you, perhaps, have thought altogether erroneously. Still, all that deep consideration—that concentration of the brightest faculties—those complicated processes of reasoning—were equally necessary for the Archdeacon to win, and for the Philosopher to lose—a game of Chess!

As a mere looker-on, and knowing nothing whatever of the game, the only rational conjecture by which you can account for the excitement and mental exertion displayed by the divine and his antagonist, is, that, toy-like as are its implements, Chess must be a very complicated affair. This, in point of fact, is the truth. The table or board, you may perceive, is divided into sixty-four sections, upon which thirty-two pieces or "men" are to be moved; multiply sixty-four by each of the progressive numbers contained in thirty-two, add up the results, and even that product, large as it is, will give you but the faintest notion of the number of combinations the game is susceptible of: moreover, each sort of man has a move peculiar to itself. Then, as the game advances, the pieces diminish in number: all which tends to make the combinations actually numberless; insomuch that no two games were ever ascertained to be alike. This I

mention, that you may entertain no unfavourable impression regarding my two excellent friends; for, puerile as their motions may have appeared to your ignorance of Chess, let the cloth of the one and the scientific eminence of the other guarantee that they are none of those children of larger growth who are

"Pleased with a rattle, tickled with a straw."

The difficulties of the game, let me tell you, make it a science as well as an amusement.

Besides all this, the game of Chess is rendered respectable by the great men who have been its votaries from the earliest periods of antiquity. There now lies before me a print copied from one of the tombs of Thebes, in which King Rameses III. is in the very pith and marrow of a game of Chess.* His Majesty is evidently getting the best of it; and, although that particular game must have been played somewhere about three thousand five hundred years ago, yet so cleverly has the sculptor wrought, that I can detect the same sort of exulting smile upon the Egyptian monarch's face while lifting his "man" to give checkmate, as that we have just noticed upon the countenance of the Archdeacon under similar circumstances. To enumerate all the sovereigns, warriors, sages, and heroes, who have played at, and consequently ennobled Chess, from the times of the Pharaohs down to the present, would not be amusing; so, patient reader, I shall let you off with Rameses as a specimen of the ancient, and (oh, heavy declension!) with some notices of an esteemed living friend as illustrative of the modern Chess-player.

So completely identified is Mr. Mortimer Mason with the game, and so intense has been his application to it, that a close observer may detect "Chess-player" written in capital letters upon his countenance. He has a broad forehead made slightly bald at the crest from a habit of thrusting his hand into his front hair while in the throes of a difficult position. His eyes, though penetrating, have a thoughtful expression; his mouth is usually closed; the tight compression of the under lip indicating great firmness and energy of purpose when once his mind is made up as to the move he will make. I shall never forget my introduction to him. It took place at the house of a country friend, whither we had gone under pretence of shooting. After dinner, he challenged me to the Chess-board, and we sat down at seven o'clock. As Hector and Achilles are described by old Homer to have commenced their fight with more caution than energy, so did we—dreading, though unconscious of, each other's power—make our first moves with slow and painful deliberation. By half-past eight, my adversary forced an exchange of Bishops—a desperate measure, indicating that his courage was rising. At nine,

* See Wilkinson's "Manners and Customs of the Ancient Egyptians," plate 295.

affairs looked more serious, and vain was our hostess's interference to effect a truce by sending to announce tea. The fight was continued with equal determination on both sides till ten; and by half-past eleven—when a servant brought us sandwiches—only two Pawns and a Knight, from each side, besides the Bishops, had been dragged from the field. Up to this time our host—himself an enthusiast—looked on; but at midnight, a summons not to be slighted withdrew him from the scene of action; though not till he ordered his servant to inform him of the progress of the game during the night, and of its final fate. About two o'clock the next morning, Mason saw an opportunity of gaining a strong position by throwing away a Rook; and the servant retired to knock up his master, and inform him that "the White Castle was taken." My counter-move struck terror into the enemy's ranks; it was an unexpected manœuvre; one of those happy flashes of genius that sometimes dart unbidden into the mind. *I*, too, sacrificed my Rook, so as to obtain those advantages of position my antagonist coveted. But, in the end, Mason was too much for me. We fought on till four: exhaustion was stealing over us; and seeing that my opponent's skill was in reality greater than mine, I seized an opportunity of exchanging the last two fighting pieces left upon the board. Convinced that I could never win the game, I took care not to lose it; and at a quarter to five, John had the pleasure of announcing to his sleeping master that "it was a drawn game!" From that memorable morning, Mason and I have been fast friends; notwithstanding that when we encounter he seldom fails to beat me. During these frequent meetings, I have managed to draw from him some particulars concerning his history, which, as he is a type of a large class, will perhaps be found interesting.

One wet afternoon, whilst on a visit to a college friend in the mountains of Wales, Mason learnt the moves; and, from that period, Chess may be designated the motive power of his existence. He was in a state of perplexing doubt as to the choice of a profession. Having a competency for the necessities of a respectable subsistence, he first thought of the army, then of the bar, but finally made up his mind in favour of the church, and actually went down to Wales to observe how his friend lived, so as to judge how he would like the kind of life himself. A dozen games at Chess, however, decided him against the learned or the military professions: from that time he became simply a CHESS-PLAYER. His habits and motions are governed by his favourite game: were he a Knight or a Bishop, he could not more completely belong to it; for whatever may be the point of discussion in any company, the name of Mason, incidentally mentioned, is certain to change the subject to Chess-playing. Whenever he visits, not the friend himself, but his Chess apparatus is the attraction: whenever he travels, Chess is the cause of his journey. In London he is well known at every coffee-house where the game is respectably played from his frequent patronage and presence. He visits

them in regular rotation every season; and when he has used them quite up, commences his annual provincial tour. After Oxford and Cambridge, he proceeds to the north; and so great is his skill, that his journey may be said to be one triumph till he gets to Edinburgh. There he is but too delighted to find his match—an advocate, belonging to the Chess Club of the Modern Athens, being strong enough to give him first move. From Edinburgh, Mason starts for Paris, to make a tour of the Chess-playing *cafés*. He then returns to open the London campaign; and thus has he passed year after year during the last quarter of a century. If you drop in at any of the cigar-divans, literary institutions, or coffee-houses, during the London season, you will—provided you select the right evenings—meet Mr. Mason. He has his nights, also, for the various literary and mechanics institutions, of all which he has been elected an honorary member from his eminence in the Chess world of which their subscribers form no inconsiderable proportion. At his entrance many of the games in progress will be stopped, and he will most likely be pointed out to the country cousins present as the "lion" of the room. Should he condescend to play, many a table will be deserted by ambitious imitators of his style. His favourite rendezvous is Kilpack's in Covent Garden—famed amongst artists, actors, and authors, as the cosiest of Chess-rooms. Call there on the proper evening, and you will see at the end of the room a group of lookers-on, shrouded in anxious silence, while standing round a Chess-table. In the midst of them you will perceive our friend Mason seated opposite to his favourite antagonist—a gentleman whose grave deportment receives additional solemnity from a pair of silver spectacles. On Mason's countenance sits the calmness of an assured victor, whilst his opponent occasionally breaks out into a state of perspiring perplexity. So complete is the absorption of the players, that nothing short of an earthquake would be likely to disturb them. Indeed, Mason once withstood a test which would with other men be hardly less effective. One night his lawyer—who always knew where to find him—hastened into the divan to acquaint him with some good news. The spectacled antagonist had fortified his King so strongly, that our friend could by no stratagem weaken its position; but at the moment of the attorney's entrance, a chance of surprising the enemy's camp by a grand *coup-de-main* offered itself. The lawyer rushed into the midst of the group at this ticklish point, saying, "Mr. Mason, I have news from India!" "Indeed!" he answered, moving his Bishop. "Yes, sir. Your uncle, the major, is no more!" "Ha, ha!" he exclaimed to his opponent, shutting out each faculty from everything but the game; "you *must* take it, you perceive!" The antagonist made the capture. "Good!" he rejoined; and while moving his Knight, the lawyer informed him that seven hundred a-year was, by the death of his uncle, added to his income. He was deaf to the charming intelligence, for, at the moment it was uttered, he had earned the delightful privilege of exclaiming

"Check-mate!" Then turning to the attorney, he said in a careless tone, "I beg your pardon, Nibbs; but you were remarking"——. The information was repeated, and Mason after paying a short but affectionate tribute to the major's memory, coolly asked his adversary if he would have another game? This *sang-froid* upon an occasion which would have caused in other breasts the most lively emotions, is only to be equalled by Dr. Robertson's story of an ancestor of his Royal Highness Prince Albert. John Frederic, Elector of Saxony, having been taken prisoner by the Emperor, Charles V., was one day amusing himself at Chess with Ernest of Brunswick, when a messenger came to inform him that his enemy had condemned him to death. In spite of the sad intelligence, the elector played on with such spirit and ingenuity, that he won the game.

Though now possessed of a good income, Mason is still a bachelor. Not having found a fitting match at Chess, he has never made much progress in courtship. He had, however, one affair of the heart with a well-known lady-player in the North. Matters went on for some time with great likelihood of a matrimonial termination; but Mason's love of Chess proved too strong for his love of the lady: he beat her nearly every game, and she naturally jilted him. There is a French proverb which says, "If you would win a damsel's heart, always lose to her at Chess." This is probably founded on an anecdote concerning Count Ferrand of Flanders, whose wife conceived so mortal a hatred to him from their misunderstandings over the Chess-board, that when he was taken prisoner at the battle of Bovines, she suffered him to remain in durance for a long time, though she might have easily procured his release. It would seem to be the fate of Chess-players, in all ages, to be ill-requited lovers. Mason, like many more of his class, revenges himself by a touch of depreciation of the whole sex: he is ungallant enough to say that the reason why so few women play well, is the unbroken silence which Chess imposes.

My enthusiastic friend's character would not have been complete, had he failed to write on the subject of Chess. This, however, he has done, and in a manner quite worthy of himself. His work is historical, its main object being to reform the nomenclature of the pieces. The origin of the game is decidedly oriental, and the power of the fair sex being extremely limited in the East, it is, he argues, manifestly absurd to call the most powerful actor in the whole collection a "Queen." The truth is, that the orientals call this piece the general or grand vizier, Fersana. "And why," inquires our author, "may we not unsex the Queen, and call her with more propriety the premier?" Again, what have Bishops to do with so warlike a game! Evidently nothing; for they have been barbarously substituted for the elephant, *fil*, which the French have corrupted to *fol*, and ourselves to bishop. Against the Castle, Mason's paper warfare is not so strongly directed, because the Persian word *roch* (from which we get *rook*) means a war-chariot, in which a miniature Castle

might stand. With Knight's he is contented; and states the Pawns to be correctly derived from *pions* (Persian *piade*), "footmen," or infantry, which they may be truly considered. His concluding remarks consist of what I cannot help thinking a judicious lamentation over the exclusiveness of the game to the middle and higher classes of society. "The humble and intelligent artisan," he writes, "would find much more amusement in Chess than in the expensive revelries of the tap-room, or in the beer-accompanying pleasures of skittles. It is a great mistake to suppose that the intricacy of Chess is a bar to the humblest capacity acquiring its theory. The moves may be learnt in one or at most two lessons, and when once learnt, are never forgotten. This is all which is required; because the tyro—provided he play with a person as unskilled as himself—feels as deep an interest in his games as the best imaginable players. The expense of a board and men is trifling; to ingenious persons nothing, for they are easily made." Mr. Mason concludes his benevolent remarks with proposals for establishing a sort of Chess mission for the furtherance and dissemination of the "most philosophical of all games." He has also mentioned to me, in confidence, that he intends to leave behind him endowments for all the Universities of Great Britain, sufficient to found chairs (and of course tables too) for Chess professorships. Long, however, may it be ere his last will and testament becomes effective! long may the grim winner of that most chequered of all games—the game of life—withhold his final move from Mr. Mortimer Mason!

ON THE KING'S BISHOP'S GAMBIT,

BY

MAJOR JANISCH.

THE Major agrees with almost every writer on Chess, in thinking the King's Gambit in every form an injudicious game for the first player to adopt.

At the end of his second Volume, he places a number of propositions which he believes to be true, although he admits that he has not demonstrated them so as to leave no further room for controversy, and of these propositions the 14th is, "that in every King's Gambit, where the first player at his second move, plays his King's Bishop's Pawn two squares the second player having accepted the Gambit, may defend the Pawn

which he has taken, and win the game by its means. On the other hand to refuse the Gambit ought to turn to his disadvantage."

Nevertheless, although the Gambit is not sound, it gives a very interesting and frequently an effective attack, and we propose therefore to give a complete Analysis of the Gambit, extracted principally from the Major's treatise. Of the Bishop's Gambit, he remarks, that it is difficult not merely for a novice, but even for any person, not perfectly familiar with the grand principle of Pawns, to comprehend what advantage the assailant can have in this opening, by giving up from the first the power of Castling, and by exposing his King to the very blows of the enemy on a line constantly battered by the Queen, the pieces, and the Pawns of the adversary, on a square too where it restricts the operations of its own Rook. Not only are the Pawns on the side, the necessary guards of the King pushed boldly forward in this, as in the Knight's Gambit, but the King itself from the commencement enters into play, and takes an active part in the attack.

The true secret of the Bishop's Gambit, the fundamental idea which has given birth to it, and which ought to direct all its combinations may be expressed as follows:

The centre Pawns finding themselves firmly established by the acceptance of the Gambit, and the activity of the adverse pieces being proportionably restrained, it is above all things necessary to capture the Gambit Pawn. But as the diagonal line of attack of the Queen from her own square to the King's Rook's fifth remains open, while the King's Knight has not been moved, the defence of the Gambit Pawn will become much more laborious, the second player will be obliged to give check with his Queen on his King's Rook's fifth, which will endanger his Queen, will keep her away from the centre, and leave the opposite side unprotected. Besides as in this Gambit, the King's Rook is necessary on his own file, you can well dispense with Castling, and the King itself is able to render efficient aid.

This conception is, doubtless, admirably bold and profound. We do not think we exaggerate when we consider the Bishop's Gambit, with some other openings in the game of Chess, to be an imperishable monument of human sagacity; for centuries were necessary to erect it, and raise it to its present state; and who can anticipate the new modes of attack and defence, which future ages may add to it? We see by the works of Ruy Lopez, that outside Italy, where the King did not Castle, but instead moved two steps, this Gambit was much in vogue. The writers of Italy did not appreciate it, and gave too decidedly the preference to the Knight's Gambit on account of their manner of Castling, which gave the assailant advantage of which he ought not to permit himself to be deprived. Nevertheless in France and England, where a different rule prevailed, this Gambit appears to have been much cultivated in the eighteenth century, and Philidor played it with considerable skill. Cozio,

who adopted the French mode of Castling, improved the theory of this Gambit; but his labours on this opening, as well as on several others, have not been appreciated at their true value, on account of the numerous inaccuracies in detail which always are found in the Analyses of this master, so fertile in original ideas. Finally, in our own time, the celebrated Mac Donnell has shed new light on this theory, by adding to it several attacks and defences, different from the ancient ones. These are to be found in Mr. Walker's work. It is still required to unite these incoherent parts, to examine certain defences which authors have been in the habit of putting aside, without having proved their faults, and finally to correct, and complete the Analyses of Cozio and MacDonnell. We trust that we have performed this task, and that we are about to present to the reader a theory of the Bishop's Gambit, in many respects original, as well as more complete than any published up to the present day. We shall commence by the Analysis necessary to prove, that in this Gambit the second player cannot defend the Gambit Pawn unless he checks with his Queen.

First Opening.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. B. to Q. B.'s fourth	3. K. Kt. P. two (*bad*)
4. K. R. P. two (*best*) (*a*)	4. K. B. to K. Kt.'s second (*b*)
5. Q. P. two	5. K. R. P. one
6. K. R. P. takes P.	6. K. R. P. takes P.
7. R. takes R.	7. K. B. takes R.
8. Q. to K. R.'s fifth	8. Q. to K. B.'s third
9. K. P. one	9. Q. to K. Kt.'s second
10. K. Kt. to K. R.'s third	

And you regain the Pawn with a good position.

(*a*) If you had played, 4. Q. to K. R. fifth, he ought to play,

	4. Q. to K.'s second
5. Q. P. one, or Q. Kt. to Q. B.'s third	5. K. R. P. one
6. K. R. P. two	6. K. B. to K. Kt.'s second

And Black would have a good game.

(*b*) If he played K. B. P. one, you checkmate him in five moves, by checking with Queen at K. R.'s fifth, and K. B.'s seventh, and then moving K. P. one. But if his 4th move were to take your Rook's Pawn, you play,

5. Q. to K. R.'s fifth	5. Q. to K.'s second
6. Q. P. one	

And he cannot defend his two Pawns. Again, if, as his 4th move he plays,

White.	*Black.*
	4. K. B. to K. R.'s third
5. Q. to K. R.'s fifth	5. Q. to K.'s second
6. Q. P. one	

Afterwards take his Knight's Pawn and play K. Kt. P. one, and you win the Gambit Pawn, and have a good game. Again, if his 4th move is K. B. to K.'s second, you take his Knight's Pawn, and then playing Queen's Pawn two, you cannot fail to win the Gambit Pawn. Again if his 4th move is K. R. P. two, you play,

5. R. P. takes Kt. P.	5. Q. takes P.
6. K. Kt. to K. B.'s third	6. Q. to K. Kt.'s sixth checking

If instead of this check he were to take your Knight's Pawn, he would lose his Queen in exchange for a Rook and Bishop.

7. K. to B.	7. Q. P. one
8. Q. Kt. to Q. B.'s third	8. K. Kt. to K. B.'s third
9. Q. Kt. to K.'s second	

And you win the Pawn. Finally, if his 6th move, instead of the check in the preceding variation, is

	6. Q. to K.'s second
7. Q. Kt. to Q. B.'s third	7. K. Kt. to K. B.'s third
8. Q. P. one	8. K. B. to K. R.'s third
9. Q. Kt. to K.'s second, &c.	

Thus whatever 4th move Black adopt, he cannot preserve the Gambit Pawn, unless he checks with his Queen as his 3rd move.

Second Game.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. to K. R.'s fifth (check)
4. K. to K. B.'s square	4. K. Kt. to K. B.'s third (bad)
5. K. Kt. to K. B.'s third	5. Q. to K. R.'s fourth (*a*)
6. K. P. one	6. K. Kt. to K. Kt.'s fifth (*b*)
7. Q. P. two	7. K. Kt. P. two
8. K. R. P. two	8. K. B. to K. R.'s third (*c*)
9. K. to K. Kt.'s square	9. Q. to K. Kt.'s third
10. Kt. takes Kt. P.	10. K. B. takes Kt. (*d*)
11. Q. takes Kt.	11. K. B. to K. R.'s third
12. Q. takes Q.	

And you have recovered the Gambit Pawn with a good position. This game, however, would not be advantageous to a party who gives the odds of a piece.

(*a*) If he played his Queen to K. Kt.'s fifth, you should take his Bishop's Pawn with your King's Bishop. But if he plays Q. to K. R.'s third, you play,

White.	*Black.*
6. K. Kt. to K.'s fifth	6. Q. P. two
7. K. P. takes P., &c.	

If his 6th move was not Q. P. two, you would win a piece, or the exchange, by taking his Bishop's Pawn with your Knight.

(*b*) If instead of this move, he played Kt. to K.'s fifth, you play,

7. K. to Kt.'s square	7. K. Kt. P. two
8. Q. P. one	8. Kt. to Q. B.'s fourth
9. K. R. P. two	9. K. Kt. P. one
10. K. Kt. to Kt.'s fifth	

And you win the exchange at least. If in this Variation, he checks with the Bishop at his 8th move, instead of removing his Knight, you interpose your Queen's Pawn, and attack his Knight with your Queen and Bishop, winning a piece. If for his 6th move he played, Q. P. two, you may play,

7. K. B. to Q. Kt.'s third	7. Kt. to K.'s fifth
8. K. to Kt.	

And you recover the Gambit Pawn by playing Queen's Pawn one square next move.

(*c*) If his 8th move were K. Kt. to K.'s sixth, check, you play,

9. Q. B. takes Kt.	9. P. takes B.
10. Q. to K.'s second	10. K. B. to K. R.'s third
11. K. Kt. takes P.	

And after a few moves you win a Pawn, and a good position. If in this variation he plays, 10. K. Kt. P. one, you play, 11. K. Kt. to K. Kt.'s fifth, &c.

(*d*) If instead of taking the Knight he plays for his tenth move K. Kt. to K.'s sixth, you play,

11. Q. B. takes Kt.	11. K. B. takes K. Kt.
12. K. R. P. takes K. B.	12. Gambit P. takes Q. B.
13. Q. to K. B.'s third	

And you have the best of the game.

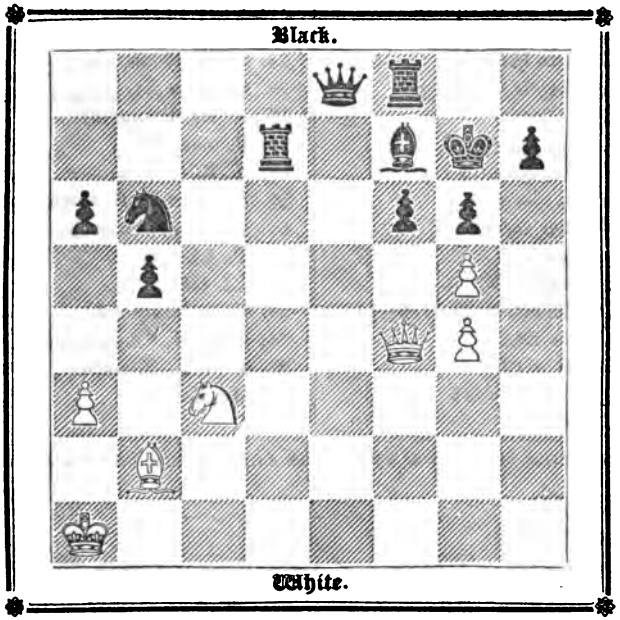
We have not thought it necessary to examine the consequence of his playing, for his fourth move, K. B. to Q. B.'s fourth, a move evidently weak, as you gain time by playing, 5. Q. P. two, and you ultimately win the Gambit Pawn. As your centre Pawns intercept the line from his Q. B.'s fourth to your K. B.'s second, the best place for his Bishop in this, as well as in the Knight's Gambit, is not his Queen's Bishop's fourth, but his King's Knight's second square, where it protects his Rook, and commands an important diagonal.

(*To be continued in our next Number.*)

PROBLEM, No. 189.

By Mr. WILLIAM BONE.

White, playing first, mates in ten moves.



GAME DCXIV.

The following skilfully conducted *Partie* was played by correspondence, in 1837, by M. PETROFF, against Three Russian Amateurs in council together.*

White. (M. PETROFF.)	*Black.* (AMATEURS.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Q. P. two	3. Kt. takes K. P.
4. K. B. to Q. third	4. Q. P. two
5. Kt. takes K. P.	5. K. B. to Q. third

* *This Game is extracted from the Second Volume of Major Janisch's valuable* "ANALYSE NOUVELLE DES OUVERTURES DU JEU DES ECHECS."

White. (M. Petroff.)	*Black.* (Amateurs.)
6. Castles	6. Castles
7. Q. B. P. two	7. K. B. P. two
8. K. B. P. two	8. Q. B. P. one
9. Q. B. to K. third	9. Q. B. to K. third
10. P. takes Q. P.	10. P. takes P.
11. Q. Kt. to B. third	11. Q. Kt. to B. third
12. Q. R. to Q. B. square	12. K. R. to B. third (*a*)
13. B. takes Kt.	13. K. B. P. takes B.
14. Q. Kt. to his fifth	14. Kt. to K. second
15. Kt. takes B.	15. Q. takes Kt.
16. K. Kt. P. two	16. K. Kt. P. one (*b*)
17. K. B. P. one (*c*)	17. P. takes P.
18. B. to K. Kt. fifth	18. K. R. to B. square
19. B. to K. R. sixth	19. K. R. to Q. B. square (*d*)
20. Q. to her second (*e*)	20. Q. to her square
21. R. takes R.	21. R. takes R.
22. P. takes P.	22. Kt. takes P.
23. Q. to K. Kt. second (check)	23. K. to R. square
24. R. takes Kt.	24. Q. to K. Kt. square
25. R. to B. sixth	25. B. to K. R. sixth
26. Q. to K. Kt. third	26. Q. takes Q.
27. P. takes Q.	

ON THIS MOVE THE AMATEURS ABANDONED THE GAME.

Notes to Game DCXIV.

(*a*) This unfortunate counter attack is admirably taken advantage of by M. Petroff.

(*b*) They do not appear to have had a better move.

(*c*) Well played.

(*d*) It would have been better to leave the Rook *en prise*, and advance the Pawn to King's Bishop's fifth.

(*e*) After this move, the game of Black was beyond redemption; but as the situation is interesting, we shall give in two variations the two systems of defence which seem practicable, beside that actually adopted.

First Defence.

White.	*Black.*
20. Q. to her second	20. Kt. to K. Kt. third
21. R. takes R. (check)	21. R. takes R.
22. P. takes P.	22. Kt. takes Kt.

White.	*Black.*
23. Q. to K. Kt. fifth (check)	23. Kt. to Kt. third
24. P. takes Kt.	24. Q. to her second
25. R. to K. B. seventh	25. R. checks
26. K. to B. second	26. R. to B. seventh (check)
27. K. to his third	LOST GAME.

SECOND DEFENCE.

White.	*Black.*
20. Q. to her second	20. R. takes R.
21. Q. to Kt. fifth (check)	21. Kt. to Kt. third
22. Kt. takes Kt.	22. R. to Q. B. second (*best*)
23. Kt. to K. seventh (double ch.)	23. K. to B. second
24. P. takes K. B. P.	24. Q. takes Kt. (*best*)
25. P. takes B. (double check)	25. K. takes P.
26. Q. to Kt. fourth (check)	26. K. to Q. third
27. B. checks	27. K. to Q. B. third
28. R. to Q. B. square (check)	28. K. to Kt. fourth
29. R. takes R.	

AND WINS.

GAME DCXV.

Played some years since between Mr. LEWIS and Mr. HARRY WILSON, the former giving the Pawn and two moves.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. H. W—.)	*White.* (Mr. L—.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. K. B. P. two	3. Q. P. two
4. K. P. one	4. Q. B. to K. B. fourth
5. K. Kt. to B. third	5. K. P. one
6. Q. B. P. one	6. K. Kt. to R. third
7. K. B. to Q. third	7. K. B. to K. second
8. Castles	8. Q. to her second
9. Q. R. P. two	9. Castles on K. side
10. Q. Kt. P. two	10. B. takes B.
11. Q. takes B.	11. Q. R. to K. square
12. Q. Kt. to R. third	12. K. Kt. to B. fourth
13. K. Kt. P. two	13. K. Kt. to R. fifth

Black. (Mr. H. W—.)	*White.* (Mr. L—.)
14. Kt. takes Kt.	14. B. takes Kt.
15. K. Kt. P. one	15. Kt. to K. second
16. Kt. to Q. B. second	16. Kt. to K. Kt. third
17. Q. to K. R. third	17. R. to K. B. fourth
18. Q. to K. Kt. fourth (*a*)	18. Q. R. to K. B. square
19. B. to Q. second	19. Q. to K. B. second (*b*)
20. Q. to K. R. third	20. Kt. takes K. B. P.
21. B. takes Kt. (*c*)	21. R. takes B.
22. R. takes R.	22. Q. takes R.
23. Q. takes K. P. (check)	23. K. to R. square
24. Q. takes Q. P.	24. Q. takes P. (check) (*d*)
25. Q. to Kt. second	25. B. to B. seventh (check)
26. K. to R. square	26. Q. to her seventh
27. Q. to K. fourth	27. R. to K. B. fifth
28. Q. takes Q. Kt. P.	28. K. R. P. one
29. K. P. one	29. Q. takes Kt.
30. K. P. one	30. Q. to K. fifth (check)
31. Q. takes Q.	31. R. takes Q.
32. R. to K. B. square	32. R. takes P.
33. R. takes B.	33. K. to Kt. square
34. K. to Kt. second	34. R. to K. sixth
35. R. to K. B. third	35. R. to K. seventh (check)
36. K. to Kt. third	36. R. to Q. R. seventh
37. Q. R. P. one	37. K. to R. second
38. R. to B. fifth	38. R. to Q. B. seventh
39. R. to Q. B. fifth (*e*)	

WHITE RESIGNED.

Notes to Game DCXV.

(*a*) We should have preferred a bolder move,—the Knight to King's third for example,—and if White had then taken the Bishop's Pawn, either with Rook or Knight, it would have cost him a piece.

(*b*) Threatening to take the King's Knight's Pawn with his Rook.

(*c*) Black would evidently have lost the game if he had taken the Bishop with his Queen.

(*d*) If, instead of taking this Pawn, White had checked with his Queen, at Bishop's seventh, and then taken the Knight, he must have won easily.

(*e*) The latter portion of this game is cleverly played by Black.

GAME DCXVI.

Lively Game between Mr. HARRY WILSON and the Rev. C. RICHARDS, a fine Player of the olden school.

White. (Mr. R—.)	*Black.* (Mr. H. W—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Kt. to K. second
5. Q. Kt. P. two	5. B. to Kt. third
6. Q. R. P. two	6. Q. R. P. one
7. Q. to Kt. third (*a*)	7. Castles
8. Q. P. one	8. K. R. P. one
9. Castles	9. Q. P. one
10. B. to K. third	10. Q. B. to K. Kt. fifth
11. Q. Kt. to Q. second	11. K. Kt. to his third
12. B. to Q. fifth	12. R. to Q. Kt. square
13. B. takes B.	13. Q. B. P. takes B.
14. K. R. P. one	14. B. takes K. R. P. (*b*)
15. P. takes B.	15. Q. to Q. second
16. K. to R. second	16. Kt. to K. B. fifth
17. K. Kt. to his square	17. K. to R. square
18. Q. B. P. one	18. Q. Kt. to Q. fifth
19. Q. to her square	19. Q. Kt. to K. seventh
20. Q. Kt. to K. B. third	20. K. Kt. P. two
21. R. to K. square	21. K. Kt. P. one
22. Kt. takes Q. Kt.	22. K. Kt. P. one (check) (*c*)
23. K. to Kt. square	23. Kt. takes P. (check)
24. K. to B. square	24. Kt. takes K. B. P.

AND WINS THE QUEEN, OR GIVES MATE IN TWO MOVES. (*d*)

Notes to Game DCXVI.

(*a*) This move enables Black to escape; King's Knight to his fifth, would have given the opening player a decisive advantage in position.

(*b*) Very prettily played.

(*c*) An unexpected and extremely beautiful *coup*.

(*d*) The attack obtained by Black at his fourteenth move is sustained with remarkable ingenuity to the end of the game.

[An esteemed contributor has obliged us by forwarding a few more games taken down by himself, which were played between Mr. COCHRANE and various Amateurs of eminence during that unrivalled master's too transient visit to England last year.]

GAME DCXVII.

By Mr. COCHRANE and a leading Metropolitan Player.

White. (Mr. C—E.)	*Black.* (Mr. —.)
1. K. P. two	1. Q. B. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. Kt. takes P.	4. K. P. one
5. Kt. takes Kt.	5. Q. Kt. P. takes Kt.
6. K. B. to Q. third	6. K. B. to Q. B. fourth
7. Castles	7. K. Kt. to K. second
8. K. P. one	8. Castles
9. Q. Kt. to B. third	9. Kt. to his third
10. B. takes Kt.	10. B. P. takes B.
11. Kt. to K. fourth	11. B. to K. second
12. Kt. to Q. sixth	12. Q. B. to R. third
13. R. to K. square	13. Q. R. to Kt. square
14. Q. Kt. P. one	14. B. takes Kt.
15. Q. takes B.	15. Q. to Q. R. fourth
16. B. to K. third	16. Q. R. to Kt. second
17. B. to Q. B. fifth	17. K. R. to B. second
18. Q. B. P. two	18. K. R. P. one
19. K. R. to Q. square	19. K. to R. second
20. K. R. P. one	20. K. R. P. one
21. K. R. to Q. third	21. Q. to her square
22. Q. takes Q. B. P.	22. Q. to her B. second
23. Q. takes B.	23. Q. takes B.
24. Q. takes R.	24. Q. takes K. B. P. (check)
25. K. to R. square	25. Q. P. two
26. Q. to her Kt. fourth	26. Q. to K. seventh
27. Q. to her second	

BLACK ABANDONED THE GAME.

GAME DCXVIII.

Between the same Players.

Black. (Mr. —.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. to K. B. third
5. Castles	5. Q. P. one
6. Q. P. two	6. P. takes P.
7. Q. B. to K. Kt. fifth	7. Q. to K. Kt. third
8. P. takes P.	8. Kt. takes P.
9. Kt. takes Kt.	9. B. takes Kt.
10. Q. takes B.	10. Q. takes B.
11. K. B. P. two	11. Q. to her B. fourth
12. Q. takes Q.	12. P. takes Q.
13. Kt. to B. third	13. Q. B. P. one
14. K. P. one	14. Q. B. to K. B. fourth
15. Q. R. P. two	15. Kt. to K. second
16. K. R. P. one	16. K. R. P. two
17. Q. R. to Q. square	17. Castles on K. side
18. Q. R. to Q. sixth	18. Kt. to Q. B. square
19. Q. R. to Q. second	19. Kt. to Q. Kt. third
20. B. to Q. R. second	20. Q. R. to Q. square
21. K. R. to Q. square	21. R. takes R.
22. R. takes R.	22. Q. R. P. two
23. B. to Q. Kt. third	23. P. to Q. B. fifth
24. B. to Q. square	24. K. Kt. P. one
25. B. to K. second	25. K. to Kt. second
26. R. to Q. sixth	26. K. R. P. one
27. K. to B. second	27. B. to K. third
28. K. to B. third	28. R. to K. square
29. K. to his fourth	29. Kt. to Q. fourth
30. Kt. to Q. square	30. B. to K. B. fourth (check)
31. K. to B. third	31. B. to his seventh
32. Kt. to K. B. second	32. K. Kt. P. one
33. B. takes P.	33. Kt. takes P.
34. R. to Q. seventh	34. B. to K. Kt. third
35. K. P. one	35. Kt. takes K. P.
36. B. takes Kt.	36. R. takes B.
37. R. takes Q. Kt. P.	37. B. to R. fourth (check)
38. Kt. to Kt. fourth	38. K. to Kt. third

Black. (Mr. —.)	*White.* (Mr. C—E.)
39. K. to B. second	39. B. takes Kt.
40. P. takes B.	40. R. to K. fifth
41. Q. Kt. P. one	41. R. takes doubled P.
42. R. to Q. Kt. sixth	42. R. checks
43. K. to Kt. square	43. R. to K. B. third
44. Q. Kt. P. one	44. P. takes P.
45. R. P. one	45. R. to B. fourth
46. R. takes P. (check)	46. K. to Kt. second
47. R. P. one	47. R. to Q. R. fourth

AND BLACK RESIGNED.

GAME DCXIX.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. —.)
1. K. P. two	1. Q. B. P. two
2. Q. P. two	2. P. takes P.
3. Q. takes P.	3. Q. Kt. to B. third
4. Q. to her square	4. K. P. two
5. K. B. to Q. B. fourth	5. K. Kt. to B. third
6. K. Kt. to B. third	6. Q. to Q. R. fourth (check)
7. B. to Q. second	7. Q. to Kt. third
8. B. to Q. B. third	8. K. B. to Q. B. fourth
9. Castles	9. Castles
10. Kt. takes K. P.	10. Kt. takes K. P.
11. Q. to K. B. third	11. Kt. takes Q. B.

AND WHITE GAVE MATE IN THREE MOVES.

GAME DCXX.

Between the same Players.

Black. (Mr. —.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. Kt. fourth
4. Q. to K. B. third	4. K. Kt. to B. third

Black. (Mr. —.)	*White.* (Mr. C—E.)
5. K. Kt. to K. second	5. Q. to Kt. third
6. Q. P. two	6. P. takes P.
7. K. P. one	7. Q. Kt. to B. third
8. P. takes Kt.	8. Kt. to K. fourth
9. Q. to her fifth	9. Q. P. one
10. Q. B. P. takes P.	10. Q. B. P. one
11. P. takes K. Kt. P.	11. R. to K. Kt. square
12. Kt. to K. B. fourth	12. Q. to her B. seventh
13. Q. Kt. to R. third	13. B. checks
14. B. to Q. second	14. Q. takes B. (check)
15. K. to B. square	15. P. takes Q.
16. Kt. takes P.	16. Kt. takes B.
17. Kt. to K. B. sixth (check)	17. K. to Q. square
18. Kt. takes R.	18. Q. takes Q. P.
19. Kt. to K. B. sixth	19. Q. takes Kt.
20. P. to Kt. eighth, becoming a Q. (check)	20. K. to B. second
21. Kt. takes Kt.	21. B. to K. third
22. Q. to K. Kt. third	22. B. takes Kt. (check)
23. K. to Kt. square	23. Q. takes Q. Kt. P.
24. R. to Q. square	24. B. to K. seventh, and WINS.

GAME DCXXI.

Recently played at the St. George's Chess Club, between Messrs. G. WALKER and D—LS. For the accompanying brief skirmish, we are indebted to Mr. G. WALKER.

White. (Mr. D—LS.)	*Black.* (Mr. G. W—.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. K. Kt. to B. third
4. K. B. P. two	4. Q. Kt. to B. third
5. K. Kt. to B. third	5. Q. P. one
6. Q. B. P. one	6. Q. R. P. two
7. Q. R. P. two	7. Castles
8. Q. Kt. to R. third (*a*)	8. P. takes K. B. P.
9. Q. P. two	9. B. takes Q. Kt.
10. R. takes B.	10. Kt. takes K. P.
11. Castles	11. Q. P. one
12. K. B. to Q. third	12. K. R. to K. square
13. Q. to her B. second	13. Q. to K. B. third

White. (Mr. D—ls.)	*Black.* (Mr. G. W—.)
14. Kt. to Q. second	14. Q. Kt. takes Q. P.
15. P. takes Kt.	15. Q. takes P. (check)
16. K. to R. square	16. Kt. to K. B. seventh (check)
17. R. takes Kt. (*b*)	17. Q. takes R.
18. B. takes P. (check) (*c*)	18. K. to R. square (*d*)

AND WHITE RESIGNED.

Notes to Game DCXXI.

(*a*) Lost time; Queen's Pawn one would have been better play.

(*b*) If, instead of taking the Knight, White had moved his King, he must have been mated in three moves.

(*c*) This move adds to the embarrassment of White's game, which, however, appears to have been without resource after the adversary's sixteenth move.

(*d*) The closing position of the game may be examined by the student with advantage; in the opening, Mr. D. plays carelessly, and very far below his actual force.

GAME DCXXII.

Mr. STAUNTON gives the Pawn and two moves to Mr. T——, an Amateur of the St. George's Chess Club.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. T—.)	*White.* (Mr. S—.)
1. K. P. two	1.
2. Q. P. two	2. Q. P. one
3. K. B. P. two	3. K. Kt. to B. third
4. K. B. to Q. third	4. K. P. two
5. Q. P. takes P.	5. P. takes P.
6. K. Kt. to B. third	6. P. takes P.
7. B. takes P.	7. Kt. to his fifth
8. K. R. P. one	8. Q. to K. B. third
9. B. takes Q. B. P.	9. Q. takes Q. Kt. P.
10. P. takes Kt.	10. Q. takes R.
11. B. takes Kt.	11. K. B. checks
12. K. to his second	12. R. takes B.

Black. (Mr. T—.)	*White.* (Mr. S—.)
13. B. checks	13. K. to his second
14. Q. to her fifth	14. Q. to K. B. third
15. R. to his fifth	15. Q. B. to K. third (*a*)
16. K. P. one	16. Q. to K. Kt. third
17. Q. to her fourth	17. Q. takes double P.
18. Q. takes Q.	18. B. takes Q.
19. R. to K. Kt. fifth	19. B. takes Kt. (check)
20. P. takes B.	20. K. Kt. P. one
21. R. to Kt. fourth	21. B. to Q. R. fourth
22. R. to K. fourth	22. Q. R. to Q. square
23. K. P. one	23. Q. R. to Q. fourth
24. B. to Q. B. fourth	24. R. to K. R. fourth
25. B. to Q. Kt. third	25. K. R. to Q. square
26. R. to K. B. fourth	

AND WHITE GAVE CHECKMATE IN THREE MOVES.

Note to Game DCXXII.

(*a*) A better move than taking the doubled Pawn.

GAME DCXXIII.

Between the same Players; Mr. S. giving the Pawn and two moves.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. T—.)	*White.* (Mr. S—.)
1. K. P. two	1.
2. Q. P. two	2. Q. P. one
3. K. B. P. two	3. K. Kt. to B. third
4. K. P. one	4. Kt. to his fifth
5. K. B. P. one	5. B. takes P.
6. K. R. P. one	6. Kt. to R. third
7. B. takes Kt.	7. P. takes B.
8. B. to Q. third	8. B. to Kt. third
9. Q. to K. Kt. fourth	9. R. to Kt. square
10. K. Kt. to B. third	10. Kt. to Q. second
11. Kt. to K. R. fourth	11. P. takes K. P.

Black. (Mr. T—.)	*White.* (Mr. S—.)
12. Kt. takes B.	12. Kt. to K. B. third
13. Q. to K. sixth	13. P. takes Kt.
14. Q. P. takes P.	14. Q. to her fourth
15. Q. takes Q.	15. Kt. takes Q.
16. B. to K. fourth	16. Q. B. P. one
17. Kt. to Q. second	17. K. P. one
18. Q. B. P. two	18. Kt. to K. sixth
19. K. to his second	19. B. to Q. B. fourth
20. Q. R. to Kt. square	20. Kt. to K. B. fourth
21. Q. Kt. P. two	21. B. to Q. fifth
22. K. to B. third	22. K. to his second
23. B. takes Kt.	23. K. Kt. P. takes B.
24. K. to B. fourth	24. R. takes P.
25. Kt. to K. B. third	25. R. to K. seventh
26. K. R. to K. square	26. B. to K. sixth (check)
27. K. to Kt. third	27. Q. R. checks
28. K. to R. fourth	28. B. to K B. seventh (check)
29. K. to R. fifth	29. B. takes R.
30. R. takes B.	30. R. takes R.
31. Kt. takes R.	31. R. to K. Kt. sixth

AND WHITE WON THE GAME.

GAME DCXXIV.

Between Messrs. STAUNTON and COCHRANE.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Q. Kt. to B. third	3. Q. Kt. to B. third
4. K. B. to Q. B. fourth	4. K. B. to Q. B. fourth
5. Q. P. one	5. K. R. P. one
6. Q. B. to K. third	6. K. B. to Q. Kt. third
7. B. takes B.	7. Q. R. P. takes B.
8. Q. Kt. to K. second	8. Q. P. one
9. Q. B. P. one	9. Castles
10. Q. Kt. to K. Kt. third	10. Q. P. one
11. P. takes P.	11. K. Kt. takes P.
12. B. takes Kt.	12. Q. takes B.
13. Q. B. P. one	13. Q. to her square

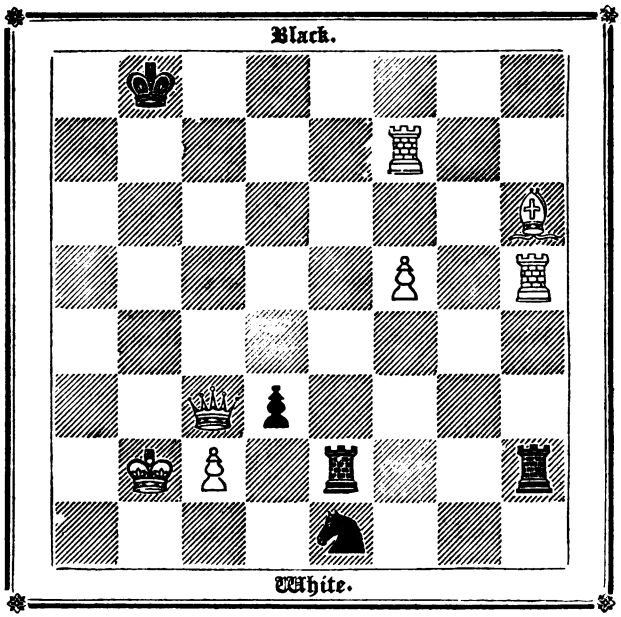
Black. (Mr. St—n)	*White.* (Mr. C—e.)
14. Castles	14. Q. B. to K. Kt. fifth
15. K. R. P. one	15. B. takes Kt.
16. Q. takes B.	16. Q. to her fifth
17. Q. Kt. P. one	17. Kt. to Q. Kt. fifth
18. K. R. to Q. square	18. R. takes Q. R. P.
19. R takes R.	19. Kt. takes R.
20. Kt. to K. B. fifth	20. Q. to K. B. fifth
21. Kt. to K. seventh (check)	21. K. to R. square
22. Q. takes Q. Kt. P.	22. Kt. to Q. B. sixth
23. R. to K. square	23. Q. to her seventh
24. R. to K. B. square	24. Kt. to K. seventh (check)
25. K. to R. square	25. Q. takes Q. P.
26. R. to K. square	26. Q. to her seventh
27. R. to K. B. square	27. Q. to her third
28. Kt. to Q. fifth	28. Q. B. P. one
29. Kt. takes Q. Kt. P.	29. R. to Q. Kt. square
30. Kt. to Q. B. eighth	30. R. takes Q.
31. Kt. takes Q.	31. R. to Q. second
32. Q. B. P. one	32. Kt. to Q. fifth
33. Q. Kt. P. one	33. K. B. P. two
34. R. to Q. square	34. Kt. to Q. Kt. fourth
35. K. B. P. one	35. K. to Kt. square
36. K. to Kt. square	36. Kt. takes Kt.
37. P. takes Kt.	37. K. to B. second
38. Q. Kt. P. one	38. P. takes P.
39. R. to Q. fifth	39. K. to his third
40. R. takes Q. Kt. P.	40. R. takes P.
41. R. to Q. Kt. seventh	41. K. Kt. P. two
42. K. to R. second	42. K. P. one
43. P. takes P.	43. P. takes P.
44. K. to Kt. third	44. K. to his fourth
45. R. to Kt. fifth (check)	45. R. to Q. fourth
46. R. to Q. Kt. fourth	46. K. R. P. one
47. K. to B. second	47. R. checks
48. K. to his third	48. R. takes P.
49. R. to Kt. fifth (check)	49. K. to B. third
50. K. takes P.	50. R. to K. Kt. sixth
51. R. to Kt. sixth (check)	51. K. to his second
52. K. to B. fifth	

DRAWN GAME.

PROBLEM, No. 190.

By Mr. WILLIAM BONE.

White to play, and mate with his Queen's Bishop's Pawn in eleven moves, without taking any of the Black pieces.



SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

In our last Number.

No. 172.

White.	*Black.*
1. Q. to K. Kt.'s fourth (check)	1. K. takes Q.
2. R. takes B. (check)	2. Kt. to Kt.'s third
3. P. one (check)	3. K. to B.'s third
4. Kt. MATES.	

No. 173.

White.	*Black.*
1. Kt. to Q. Kt.'s sixth (check)	1. B. P. takes Kt. (*a*)
2. Q. to B.'s eighth (check)	2. B. to Q. Kt.'s square
3. Q. takes Kt. P. (check)	3. K. takes Q.
4. B. MATES.	

(*a*) *If the Rook's Pawn takes Knight, he is mated in two moves.*

No. 174.

White.	*Black.*
1. Q. to her seventh (check)	1. K. to Kt.'s square
2. Q. to her sixth (check)	2. K. to R.'s second
3. Kt. to Q. B.'s eighth	

Double check, and MATE.

No. 175.

White.	*Black.*
1. B. to K. R.'s fifth	1. K. takes B.
2. K. to Kt.'s seventh	2. R. P. one
3. K. to B.'s sixth	3. K. to R.'s fifth
4. K. to Kt.'s sixth (discov. check), and MATE.	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our Number for SEPTEMBER.

No. 183.

White.	*Black.*
1. R. to Q. B.'s seventh (check)	1. K. takes R.
2. P. one (check)	2. Q. takes P. or (A)
3. B. to K. B.'s fourth	3. Q. takes B.

And White is stalemated.

(A)

White.	*Black.*
	2. K. takes P.
3. B. to Q. Kt.'s fourth (check)	

And then, by taking the Queen, draws the game.

No. 184.

White.	*Black.*
1. R. to Q. Kt.'s fifth	1. K. P. one
2. Q. Kt. P. two	2. P. one
3. Kt. to Q.'s fifth	3. P. becomes a Queen
4. R. to Q. R.'s fifth (check)	4. P. takes R.
5. P. one, MATES.	

No. 185.

White.	*Black.*
1. Q. to Q. B.'s eighth (check)	1. Q. to her Kt.'s square
2. K. to Q.'s seventh	2. P. one, or (A), or (B)
3. P. one	3. P. one, or (C)
4. B. to Q. B.'s fifth	4. Q. takes Q. (check) (*best*)
5. K. takes Q.	5. P. one
6. P. MATES.	

(A)

White.	*Black.*
	2. Q. takes Q. (check)
3. K. takes Q.	3. P. two
4. B. to Q. B.'s fifth, &c.	

(B)

White.	*Black.*
	2. P. two
3. B. to Q. B.'s fifth, &c.	

(C)

White.	*Black.*
	3. Q. takes Q. (check)
4. K. takes Q.	4. P. one
5. B. to Q. B.'s fifth, &c.	

No. 186.

White.	*Black.*
1. Kt. to B.'s fourth (check)	1. K. to his fifth
2. K. to Kt.'s second	2. K. to B.'s fifth
3. Q. to K. Kt.'s fourth (CHECKMATE).	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our last Number.

No. 187.

White.	*Black.*
1. B. to Q.'s third	1. K. to R.'s fifth (*best*)
2. B. to Q. R.'s sixth	2. K. to Kt.'s sixth
3. B. to Kt.'s fifth	3. P. one
4. K. to B.'s square	4. K. to R.'s seventh
5. B. takes P.	5. K. to R.'s eighth
6. B. to B.'s second	6. K. to R.'s seventh

And the Rook's Pawn becomes a Queen, and mates in five more moves.

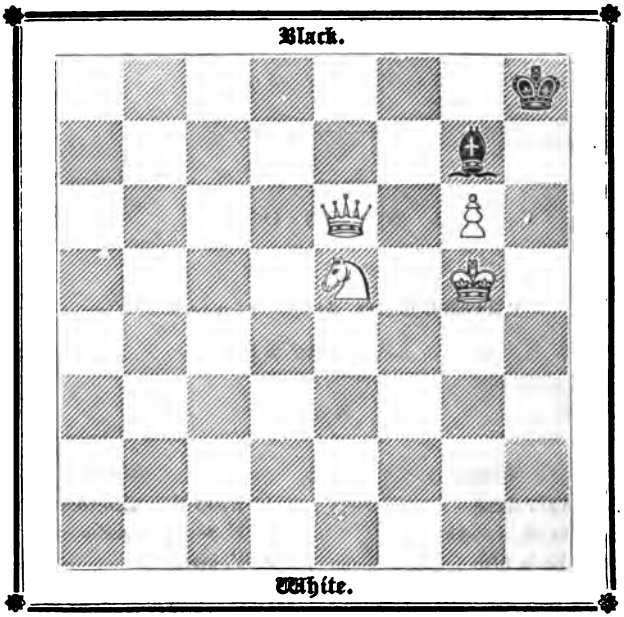
No. 188.

White.	*Black.*
1. Kt. to K.'s fourth (check)	1. K. to R.'s fifth
2. Kt. to B.'s sixth	2. K. to Kt.'s sixth
3. Kt. to K. R.'s fifth (check)	3. K. to R.'s fifth
4. Kt. to Kt.'s seventh	4. K. to Kt.'s sixth
5. Kt. to B.'s fifth (MATE).	

PROBLEM, No. 191.

By Mr. W. Bone.

White mates with Pawn in eight moves, without taking the Bishop.



ELEMENTARY LESSONS,

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION THIRD.

Lesson Nineteenth.

ON THE KING'S KNIGHT'S OPENING.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. K. Kt. to B. third

In the Second Volume of Major Janisch's late work, there is an excellent Analysis of this defence to the King's Knight's *début*, which the ingenious author thinks safer, although less interesting than the

customary move of Queen's Knight to Bishop's third. His variations are remarkably skilful, and merit the attentive investigation of the student; but we are not quite prepared to concur with him in preferring this mode of parrying the first player's attack with his King's Knight to all others.

White.	*Black.*
3. Kt. takes P.	3. Q. P. one

This is Black's best move; if he takes the King's Pawn instead, White soon gets the better game, *e. g.*—

	Kt. takes K. P.
Q. to K.'s second	*Q. P. two*
Q. P. one	*Q. to K.'s second*
P. takes Kt.	*Q. takes Kt.*
P. takes P.	

And White has won a Pawn.

4. Kt. to K. B.'s third	4. Kt. takes P.
5. Q. P. two	5. Q. P. one
6. K. B. to Q.'s third	6. K. B. to Q.'s third
7. Castles	7. Castles
8. Q. B. P. two	8. Q. B. to K.'s third

M. Janisch remarks, that if Black attempts to defend his Queen's Pawn with the Queen's Bishop's Pawn, White in a few moves acquires the superiority of position.

9. P. takes P.	9. B. takes P.

If White at his ninth move play the Queen to her Knight's third, Black may take Pawn with Pawn; and should White then take the Queen's Knight's Pawn, he will lose a piece by Black playing the Queen's Bishop to Queen's fifth: White, however, may move his Queen to her Bishop's second; and if then Black protects the Knight with King's Bishop's Pawn, the position is that of the Pesth Game at move nine, in the match now pending between Paris and Pesth.

10. Q. Kt. to B.'s third	10. Kt. takes Kt.
11. P. takes Kt.	11. Q. B. P. two

In this position, if White is tempted to take the King's Rook's Pawn with his Bishop, Black may take the Bishop, and, upon the Knight giving check, play his King to Knight's third.

12. Q. B. P. one	12. B. takes Kt.

If White, for his twelfth move, takes the Queen's Bishop's Pawn, Black takes Pawn with Bishop, and the game is equal.

White.	*Black.*
13. Q. takes B.	13. P. takes P.
14. Q. takes Q. Kt. P.	14. Q. Kt. to Q.'s second

There is not much difference in the position; at his fourteenth move we think White will play better in advancing the Queen's Bishop's Pawn one square, and thus compelling the adverse Bishop to retreat, (for he cannot take the Pawn without losing a piece,) and afterwards take the Queen's Knight's Pawn.

Variation at White's sixth move.

White.	*Black.*
6. Q. B. P. two	6. K. B. checks
7. B. to Q.'s second	7. B. takes B. (check)
8. Q. Kt. takes B.	8. Kt. takes Kt.
9. Q. takes Kt.	9. Castles

M. Janisch thinks Black's game is at least equal to White's; Mr. Lewis prefers White's position.

SECOND GAME.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B.'s third	2. K. Kt. to B.'s third
3. Kt. takes P.	3. Q. P. one
4. Kt. to K. B.'s third	4. Kt. takes P.
5. Q. P. one	5. Kt. to K. B.'s third
6. Q. P. one	6. Q. P. one
7. K. B. to Q.'s third	7. K. B. to Q.'s third

If White at his seventh move play Queen's Bishop's Pawn two, Black may move his Queen's Bishop to King's third, and if then White takes Pawn with Pawn, can take the Pawn with his Knight, and have a good game; but if, instead of taking Pawn with Pawn, White move his Queen to her Knight's third, Black should take the Pawn, and afterwards place Queen's Bishop at Queen's fourth square. The best response, however, to White's seventh move of Queen's Bishop's Pawn two, which M. Janisch thinks premature, is perhaps to check with the King's Bishop, and then, if White interpose his Queen's Knight, to Castle.

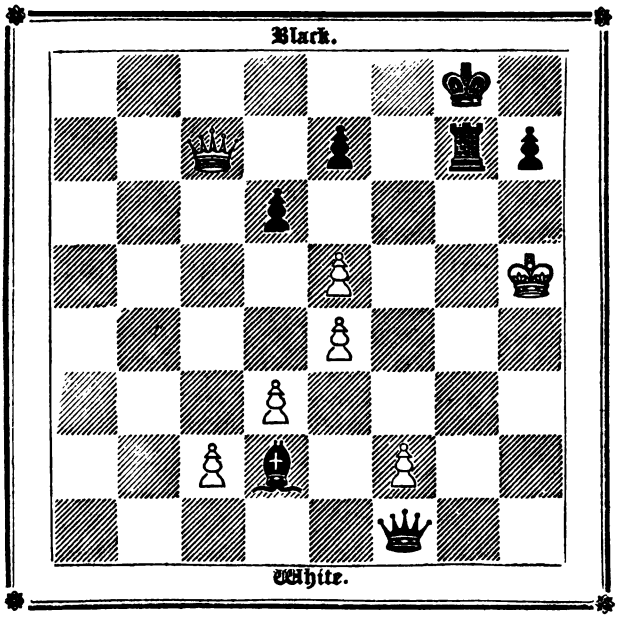
8. Castles	8. Castles
9. Q. B. P. two	9. Q. B. P. two

The *partie* is quite equal, but White has still the advantage of the move.

PROBLEM, No. 192.

By Mr. W. Bone.

White, playing first, mates in twelve moves.



YORKSHIRE CHESS ASSOCIATION.

Sir,

I beg most respectfully to inform you, that the 4th Meeting of the Yorkshire Chess Association will be held at the George Hotel, Huddersfield, on Wednesday, the 8th of Nov. next, at which Chess Players from all parts of the Kingdom are expected.

The Rooms will be opened for the commencement of Games and Matches, at Ten o'clock A. M., which will be continued (with the intermission of Lunch at One,) till Five P. M., when the party will adjourn

to Dinner. The Right Honourable the Earl of Mexborough in the Chair.

Tickets, including Lunch, Dinner, a pint of Wine, and Coffee, Half-a-Guinea each.

Should you or any of your Chess Friends intend to favour the Meeting with your Company, please to signify the same to me, on or before the 1st of November next.

I am, Sir,

Yours most respectfully,

T. PARRATT,

Hon. Secretary.

Huddersfield, Oct. 18th, 1843.

ON THE KING'S BISHOP'S GAMBIT,

BY

MAJOR JANISCH.

(*Continued from page* 318.)

THIRD GAME.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. to K. R.'s fifth (check)
4. K. to K. B.'s square	4. Q. to K. B.'s third (*weak*) (*a*)
5. Q. Kt. to Q. B.'s third	5. Q. B. P. one (*b*)
6. Q. to K. B.'s third (*c*)	6. K. Kt. P. two (*d*)
7. K. R. P. two	7. K. R. P. one (*e*)
8. P. takes P.	8. P. takes P.
9. R. takes R.	9. Q. takes R.
10. K. Kt. P. one	10. Q. to K. B.'s third, or to K. R.'s seventh
11. P. takes P.	11. P. takes P.
12. Q. Kt. to K.'s second	12. Anything.
13. Q. P. one	

And you recover the Gambit Pawn, and maintain your *beautiful* Pawns in the centre.

(*a*) The analysis of this opening is of extreme difficulty, and has not been examined with sufficient attention by any writer. Still it merits all the care it requires, as it presents a system of defence peculiar to itself, and very natural, although defective, as we shall for the first time demonstrate. We shall commence by observing, that if your adversary had played Q. to K. B.'s third for his third move, instead of giving check, you should have answered by, 4. K. Kt. to K. B.'s third, and then Castled, resolving the game into a Knight's Gambit.

(*b*) He might play K. Kt. to K.'s second, for which see first back game.

(*c*) You might here play Q. P. two, see second back game.

(*d*) If he played here, 6. Q. P. one, you play,

7. Q. P. one	7. K. Kt. P. two
8. K. R. P. two, &c.	

But if he played, 6. K. B. to Q.'s third, you play, 7. K. Kt. to K.'s second, and next you play, 8. Q. P. two, &c.

(*e*) If he play here, 7. P. takes P., you play,

8. Q. P. one	8. K. B. to K. R.'s third
9. Q. Kt. to K.'s second	9. K. Kt. to K.'s second
10. Kt. takes P.	10. B. takes Kt.
11. Q. takes B.	11. Q. takes Q. (check)
12. Q. B. takes Q.	12. K. Kt. to Kt.'s third
13. Q. B. to K. Kt.'s fifth	

And you recover your Pawns. If, in this variation, at his tenth move he play Q. P. one, instead of taking your Knight, you play it to the Rook's fifth, and win the Pawn.

First Back Game, at the Fifth Move of the Second Player.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. checks
4. K. to K. B.'s square	4. Q. to K. B. third
5. Q. Kt. to Q. B.'s third	5. K. Kt. to K. second (*a*)
6. Q. P. two	6. Q. P. one
7. K. Kt. to K. B.'s third	7. K. Kt. P. two (*b*)
8. K. R. P. two	8. K. R. P. one (*c*)
9. K. P. one	9. P. takes K. P. (*d*)
10. P. takes P.	10. Q. to K. Kt.'s second
11. Q. Kt. to K.'s fourth	11. Q. Kt. to Q.'s second
12. P. takes P.	12. P. takes P.
13. R. takes R.	13. Q. takes R.

White.	*Black.*
14. Q. Kt. takes P.	14. Q. checks
15. Kt. interposes	15. Q. Kt. takes P.
16. Q. to K.'s second	16. Kt. takes K. B.
17. Q. takes Q. Kt.	

You will recover the Pawn and remain with the better game.

(*a*) This move gives him a crowded game, but makes you resort to the common attack of moving Queen's Pawn two squares; for if you played, 6. Q. to K. B.'s third, his Queen's Knight would give you considerable annoyance.

(*b*) If he played here, 7. Q. B. to K.'s third, you play,

8. Q. to Q.'s third	8. Q. B. takes K. B.
9. Q. takes Q. B.	9. Q. B. P. one
10. K. P. one	

And he cannot maintain his Pawn.

(*c*) If he played here, 8. K. Kt. P. one, you play,

9. K. Kt. to K. Kt.'s fifth	9. Q. B. to K.'s third
10. K. B. takes Q. B.	10. P. takes K. B.
11. Q. takes Kt. P. &c.	

(*d*) If he play, 9. Q. to K. Kt.'s second, you play,

10. Q. Kt. to K.'s fourth	10. K. Kt. P. one
11. Q. Kt. to K. B.'s sixth (check)	11. K. to Q.'s square
12. K. Kt. to K.'s square, &c.	

Second Back Game, at the Sixth Move of the First Player.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. checks
4. K. to K. B.'s square	4. Q. to K. B.'s third
5. Q. Kt. to Q. B.'s third	5. Q. B. P. one
6. Q. P. two	6. Q. P. one (*a*)
7. K. Kt. to K. B.'s third	7. K. Kt. P. two (*b*)
8. K. R. P. two	8. K. R. P. one (*c*)
9. K. P. one	9. Q. P. takes K. P. (*d*)
10. Q. P. takes P.	10. Q. to K. Kt.'s second
11. Q. to Q.'s fourth (*e*)	11. Q. Kt. to Q.'s second (*f*)
12. K. R. P. takes P.	12. K. R. P. takes P.
13. R. takes R.	13. Q. takes R.

White.	*Black.*
14. K. P. one	14. Q. to K. R.'s eighth (check)
15. Q. to K. Kt.'s square	15. Q. takes Q. (check)
16. K. takes Q.	16. P. takes P.

You regain the Pawn and have a good game.

(*a*) To prevent you from attacking his Queen with your King's Pawn, which would enable you in a few moves to win the Gambit Pawn.

(*b*) If he played 7. Q. B. to K.'s third, you play,

8. K. B. takes Q. B.	8. P. takes K. B.
9. K. P. one	9. Q. P. takes K. P.
10. Q. P. takes P.	10. Q. to K. B.'s fourth
11. Q. Kt. to K.'s second	11. K. Kt. P. two
12. Q. Kt. to Q.'s fourth	12. Q. to K. Kt.'s third
13. K. R. P. two	13. K. Kt. P. one
14. K. Kt. to K. Kt.'s fifth	

And you regain the Pawn.

(*c*) If he played, 8. K. Kt. P. one, you play,

9. K. Kt. to K. Kt.'s fifth	9. K. Kt. to K. R.'s third
10. Q. Kt. to K.'s second	10. Gambit P. to K. B.'s sixth
11. P. takes P.	11. P. takes P.
12. Q. Kt. to K. Kt.'s square	12. Gambit P. to K. B.'s seventh
13. Q. Kt. to K. R.'s third	13. Q. B. takes Q. Kt.
14. K. R. takes Q. B.	

And must win the gambit Pawn at least.

(*d*) If he played, 9. Q. to K. Kt.'s second, you play,

10. K. P. takes P.	10. K. B. takes P.
11. Q. to K.'s second (check)	11. K. B. to K.'s second
12. Q. Kt. to K.'s fourth	

And you have the better game.

(*e*) This move is necessary to enable you to interpose your Queen, if he should check at your King's Rook's square after the exchange of Rooks.

(*f*) If he played, 11. K. Kt. to K.'s second, you play, 12. K. P. one, and have a good game.

Fourth Game.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. checks

White.	*Black.*
4. K. to K. B.'s square	4. Q. P. one (*a*)
5. Q. P. two (*b*)	5. Q. B. to K.'s third (*c*)
6. Q. to Q.'s third (*d*)	6. Q. B. takes K. B. (*e*)
7. Q. takes Q. B.	7. Q. B. P. one
8. Q. to Q. Kt.'s third (*f*)	8. Q. Kt. P. one
9. Q. to K. B.'s third	9. Q. to K. B.'s third (*g*)
10. Q. B. takes Gambit P. (*h*)	10. Q. takes Q. P.
11. Q. Kt. to Q. B.'s third	11. K. Kt. to K. B.'s third
12. K. Kt. to K.'s second	12. Q. to Q. Kt.'s fifth
13. Q. R. P. one	13. Q. to Q. B.'s fourth (*i*)
14. Q. Kt. P. two	14. Q. to Q. B.'s fifth
15. Q. R. to Q.'s square	15. Q. to K.'s third
16. K. Kt. to Q.'s fourth	16. Q. to Q. B.'s fifth (check)
17. K. to K. B.'s second	

And play next move, 18. K. Kt. to K. B.'s fifth, regaining the Pawn, with a good position.

(*a*) This defence has with reason occupied the attention of Chess authors, for it presents itself naturally, yet its theory has been hitherto left in a most imperfect state. We have been occupied with it for a long time, and are desirous to supply the omissions of other works in this respect by proving to demonstration that this defence cannot preserve the Gambit Pawn.

(*b*) This is given by Mr. Walker as the best move, but we consider it inferior to the move of, 5. Q. to K. B.'s third, as in the first back game. It leads to a variety of difficult combinations, in general to your advantage, but at the end of which it is still doubtful if you can recover the Pawn. The second player, instead of answering by playing his Queen's Bishop to King's Knight's fifth, or his King's Knight's Pawn two squares, as we find in the books, will do better to play, 5. Q. to K. B.'s third. You play, 6. K. Kt. to K. B.'s third; 6. K. Kt. P. two. (See the variation.) The same position would occur, if for your fifth move you played, 5. K. Kt. to K. B.'s third. The move most in vogue for the fifth move of the first player, is, 5. Q. B. P. one, first proposed by Gianutio in 1597, to prevent him from playing for his fifth move, his Q. B. to K.'s third; for if he plays his Bishop, you then can take it, and play your Queen to her Knight's third. But this fifth move of, 5. Q. B. P. one, is an irreparable loss of time on your part, which will give your adversary leisure to defend the Gambit Pawn, and compensate for the weakness of his fourth move. Mr. Walker has judiciously remarked this. We shall here give the proof, which he has omitted. You play,

5. Q. B. P. one	5. K. Kt. P. two
6. K. Kt. to K. B.'s third	6. Q. to K. R.'s fourth
7. K. R. P. two	7. K. B. to K. Kt.'s second
8. Q. P. two	8. K. R. P. one
9. K. to Kt.'s square	9. Q. to K. Kt.'s third

And the Pawn is preserved. For if you had attempted to win it by playing for your eighth move, 8. K. to K. Kt.'s square, he plays,

White.	*Black.*
	8. K. Kt. P. takes P.
9. Q. P. two	9. P. to K. R.'s sixth
10. Q. B. takes P.	10. Q. to K. Kt.'s fifth
11. Q. to Q.'s second	11. Q. takes K. Kt. P. (check)

And after exchange of Queens he has preserved the advantage of a Pawn, and has a good game.

(*c*) We have said that Queen's Pawn two for the fifth move of the first player was a weak one. If we now proceed to analyse it, we do so chiefly in order to examine the consequences of the second player adopting the above as his fifth counter-move, which authors have not yet alluded to, although it is so natural a move, that the second player cannot have played his Queen's Pawn the preceding move with any other object. If he played for his fifth move, Q. B. to K. Kt.'s fifth, you play,

6. K. Kt. to K. B.'s third	6. K. Kt. P. two
7. Q. Kt. to Q. B.'s third	7. Q. to K. R.'s fourth
8. K. R. P. two	8. K. R. P. one
9. K. to K. B.'s second	9. K. B. to K. Kt.'s second
10. K. R. P. takes P.	10. B. takes K. Kt.
11. P. takes Q. B.	11. Q. takes Kt. P.
12. Q. Kt. to K.'s second	12. Q. Kt. to Q. B.'s third
13. Q. B. P. one	

And you win the Pawn.

If in this variation he had taken the Knight at his seventh move, you retake with the Queen, and then move your King's Knight's Pawn one, &c.

(*d*) If you play, 6. K. B. to K.'s second, he plays, 6. Q. to K. B.'s third, &c.

(*e*) If, instead of taking your Bishop, he had played his Queen's Bishop's Pawn one step, or King's Knight to Bishop's third, or Queen to King's Bishop's third, you would have won one or two Pawns by taking his Bishop, and then playing your Queen to her Knight's third or fifth, &c.

(*f*) If, instead of this move, you bring out either Knight, he plays his Queen to K. B.'s third, and then Q. Kt. P. two, &c.

(*g*) If, instead of this move, he plays his King's Knight's Pawn two steps, you play your Knight's Pawn one step, and he cannot take it without losing his Queen.

(*h*) If you had not taken the Pawn now, he would have preserved it, by playing his Knight's Pawn.

(*i*) If he takes your Pawn, he loses his Queen, as you would play Q. R. to Q. R.'s second.

A Back Game commencing at the Fifth Move of First Player.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. checks
4. K. to B.'s square	4. Q. P. one
5. Q. to K. B.'s third (*a*)	5. K. Kt. P. two (*b*)
6. K. Kt. P. one	6. Q. to K. Kt.'s fifth (*c*)
7. Q. P. one (*d*)	7. Q. takes Q. (*e*)
8. Kt. takes Q.	8. K. B. to K. R.'s third (*f*)
9. P. takes P.	9. P. takes P.
10. Q. Kt. to Q. B.'s third	10. Q. B. to K.'s third (*g*)
11. Q. Kt. to K.'s second	11. Q. B. takes K. B.
12. Q. P. takes Q. B.	12. K. Kt. to K. B.'s third
13. Q. B. takes P.	13. K. B. takes Q. B.
14. Q. Kt. takes K. B.	14. K. Kt. takes K. P.
15. Q. R. to K.'s square	15. K. B. P. two
16. K. Kt. to K. Kt.'s fifth	16. Castles
17. Kt. takes Kt.	17. P. takes Kt.
18. R. takes P.	

(You have recovered the Pawn, but the second player's game is as good as yours at least.)

(*a*) This is the correct move, which enables you to recover the Gambit Pawn, and proves the weakness of his fourth move. Its invention is due to Cozio, but we found it necessary to retouch all the details which he has given on the subject, as that author looked upon the fifth move of, Q. to K. B.'s third, as a kind of universal panacea in the Bishop's Gambit, having the property of always ensuring success to the first player.

(*b*) If he plays, 5. Q. to K. B.'s third, you play,

6. Q. P. one	6. K. Kt. P. two
7. K. R. P. two	7. K. R. P. one
8. P. takes P.	8. P. takes P.
9. R. takes R.	9. Q. takes R.
10. K. Kt. P. one	

Winning the Gambit Pawn and a good game, as, if he gives check with the Bishop, you move your King to his square; but if he plays, 10. Q. to K. R.'s seventh, you play,

White.	*Black.*
11. P. takes P.	11. Q. takes Q. B. P.
12. Q. Kt. to Q. R.'s third, &c.	

If in this variation he takes your Rook's Pawn at his seventh move, you take the Gambit Pawn with your Queen, and then bring out your Queen's Knight.

(*c*) If he plays, 6. Q. to K. R.'s third, you play,

7. P. takes P.	7. P. takes P.
8. Q. P. one, &c.	

But if he plays, 6. Q. B. to K. R.'s sixth (check), you play, 7. K. to K. B.'s second, and take the Pawn next move.

(*d*) If you take his Queen, he re-takes with his Queen's Bishop; you then play,

8. Q. P. one	8. P. takes P.
9. R. P. takes P.	9. K. B. to K. Kt.'s second

And as you cannot take his Pawn without the loss of your Queen's Rook, he has time to support it with his Pawns.

(*e*) If he plays, 7. K. B. to K. R.'s third, you play,

8. Q. takes Q.	8. Q. B. takes Q.
9. K. R. P. two	

And you will win the Pawn, and have a good game.

(*f*) If he plays, 8. P. takes P., or, 8. K. Kt. P. one, you play, 9. K. Kt. to K. Kt.'s fifth, &c.

(*g*) If he plays, 10. Q. B. P. one, you play,

11. Q. Kt. to K.'s second	11. Q. B. to K. Kt.'s fifth
12. K. to K. B.'s second	

And the Pawn cannot be maintained; but if he plays, 10. K. Kt. to K.'s second, you play,

11. K. Kt. to K. R.'s fourth	11. K. B. to K. Kt.'s fourth
12. K. Kt. to K. Kt.'s second	12. Q. B. to K. R.'s sixth
13. K. to K. B.'s second	13. Q. B. takes K. Kt.
14. K. takes Q. B.	14. K. R. to K. Kt.'s square
15. K. R. to K. B.'s square	15. Q. B. P. one
16. K. to K. R.'s square	16. K. Kt. to K. Kt.'s third
17. Q. Kt. to K.'s second	

And you win the Pawn.

Back Game commencing at the Fifth Move of Second Player.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. to K. R.'s fifth (check)
4. K. to B.'s square	4. Q. P. one step
5. Q. P. two	5. Q. to K. B.'s third
6. K. Kt. to K. B.'s third	6. K. Kt. P. two (*a*)
7. K. R. P. two	7. K. R. P. one (*b*)
8. Q. Kt. to Q. B.'s third	8. Q. B. to K.'s third (*c*)
9. Q. to Q.'s third (*d*)	9. Q. B. takes K. B. (*e*)
10. Q. takes Q. B.	10. Q. B. P. one
11. K. P. one	11. Q. P. takes K. P. (*f*)
12. Q. P. takes P.	12. Q. to K. Kt.'s second
13. K. P. one	13. K. B. P. one (*g*)

In this situation you have a good game, but we doubt if you can win the Gambit Pawn.

(*a*) If he plays, 6. Q. B. to K.'s third, you play,

7. Q. to Q.'s third	7. Q. B. takes K. B.
8. Q. takes Q. B.	8. Q. B. P. one
9. K. P. one	9. Q. to K. B.'s fourth
10. Q. to Q. Kt.'s fourth	10. Q. takes Q. B. P.
11. Q. B. takes P.	11. Q. to Q.'s eighth (check)
12. K. to K. B.'s second	12. Q. takes K. R.
13. Q. takes Q. Kt. P.	

And you have a better game than he has.

In this variation, if he does not take your Bishop at his seventh move, you take his Bishop, and afterwards check with your Queen at Q. Kt.'s fifth; but if he play, 7. Q. B. P. one, you push on the King's Pawn; again, if, at the ninth move of this variation, he takes your King's Pawn, you retake with Queen's Pawn, and must win the Gambit Pawn.

(*b*) If he plays, 7. K. Kt. P. one, you play,

8. K. Kt. to K. Kt.'s fifth	8. K. Kt. to K. R.'s third
9. Q. Kt. to Q. B.'s third	9. Q. B. to K.'s third
10. Q. to Q.'s third	10. Q. B. takes K. B.
11. Q. takes Q. B.	11. Q. B. P. one
12. Q. Kt. to Q.'s second	12. P. to K. B.'s sixth
13. P. takes P.	13. P. takes P.
14. Q. Kt. to K. Kt.'s square	14. P. to K. B.'s seventh
15. Q. Kt. to K. R.'s third	15. K. Kt. to K. Kt.'s fifth
16. Q. B. to Q.'s second	

And you win the Pawn.

(*c*) The only advantage which he has in this, as compared with the third game, consists in this advance of his Bishop. If he plays here, 8. Q. B. P. one, the situation will be the same as in one of the varieties given above of that game.

(*d*) If you take his Bishop, he may play,

White.	*Black.*
	9. K. B. P. takes K. B.
10. K. P. one	10. Q. P. takes K. P.
11. Q. P. takes P.	11. Q. to K. Kt.'s second
12. Q. to Q.'s fourth	12. Q. Kt. to Q. B.'s third

And it is more than doubtful if you can regain the Pawn.

If, in this variation, instead of taking your Pawn at the tenth move, he plays, 10. Q. to K. Kt.'s second, you play, 11. P. takes P.; and whether he retakes with the Pawn or the Bishop, you play your Queen to King's second, and must recover the Pawn. If he plays, 9. Q. B. P. one, you play,

10. K. B. takes Q. B.	10. P. takes K. B.
11. K. P. one	11. P. takes K. P.
12. Q. P. takes P.	12. Q. to K. Kt.'s second
13. K. R. P. takes P.	13. K. R. P. takes P.
14. R. takes R.	14. Q. takes R.
15. Q. to K. Kt.'s sixth (check)	

And you have much the better game.

(*f*) If he plays, 11. Q. to K. Kt.'s second, you play, 12. Q. to Q. Kt.'s fourth, &c.

(*g*) If he plays, 13. K. B. P. takes P., you play,

14. Q. takes P. (check)	14. K. Kt. to K.'s second
15. Q. Kt. to K.'s fourth, &c.	

Back Game commencing at the Eighth Move of Second Player.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. checks
4. K. to K. B.'s square	4. Q. P. one
5. Q. P. two	5. Q. B. to K.'s third
6. Q. to Q.'s third	6. Q. B. takes K. B.
7. Q. takes K. B.	7. Q. B. P. one
8. Q. to Q. Kt.'s third	8. Q. to K.'s second
9. Q. Kt. to Q. B.'s third	9. K. Kt. P. two (*a*)
10. K. R. P. two	10. K. B. P. one (*b*)
11. Q. B. to Q.'s second	11. K. B. to K. Kt.'s second

White.	*Black.*
12. Q. R. to K.'s square	12. Q. Kt. P. one
13. K. R. P. takes P.	13. K. B. P. takes P.
14. K. P. one	14. Q. P. takes K. P. (*c*)
15. Q. P. takes P.	15. Q. to Q.'s second (*d*)
16. Q. Kt. to Kt.'s square	

And you have a fine game.

(*a*) If he plays, 9. K. Kt. to K. B.'s third, you may safely take the Gambit Pawn.

(*b*) If he plays, 10. K. Kt. P. takes R. P., you play, 11. Q. B. takes P., and then, by playing K. Kt. to K. B.'s third, you get back the Pawn, with a fine game. But if he plays any other tenth move, you take his King's Knight's Pawn, and then play out your Knight.

(*c*) If he advances his Queen's Pawn, you take it with your Knight, which he cannot capture without losing his Rook.

(*d*) If he takes your Pawn with his Bishop, you win the game by playing successively your King's Knight to King's Bishop's third, and King's Rook to its fifth.

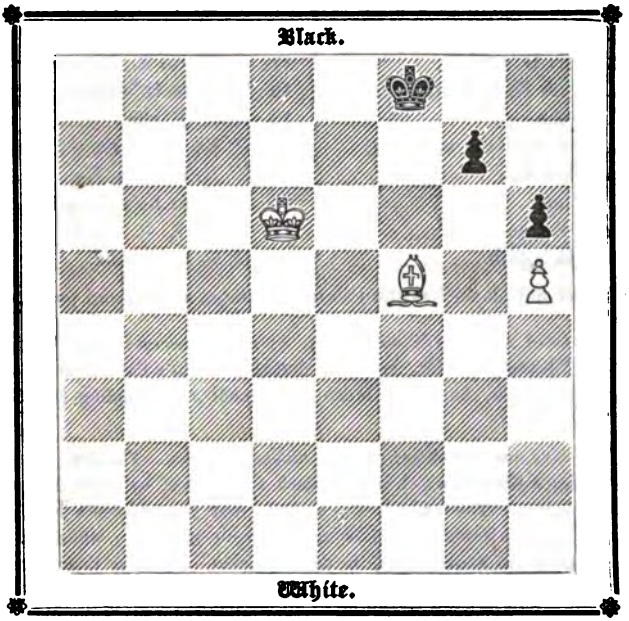
We have now concluded our author's analysis of those games in which the second player does not play his Knight's Pawn at his fourth move. This is the correct defence, and, unlike correct play in general, it leads to more brilliant and interesting combinations than any of the inferior moves already given. In these, we have seen the second player with a game easy to conduct, although terminating a little to his disadvantage. But when the correct defence is adopted at the fourth move, the first player has his choice out of a number of brilliant forms of attack, which, although not perfectly sound, will succeed, if the defence is not conducted with the utmost steadiness, avoiding a thousand hidden snares and pitfalls, which are strewed along the path of the second player. We hope to give the correct defence, as analysed by Major Janisch, in our next Number.

(*To be continued in our next Number.*)

PROBLEM, No. 193.

By Mr. W. Bone.

White mates with Pawn in nine moves.



ON THE KING'S BISHOP'S GAMBIT.

SECOND PART.

BY

MAJOR C. F. DE JANISCH.

(*Continued from page* 350.)

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.

White.	*Black.*
3. K. B. to Q. B.'s fourth	3. Q. checks
4. K. to K. B.'s square	4. K. Kt. P. two (*a*)
5. Q. to K. B.'s third (*b*)	5. Q. Kt. to Q. B.'s third (*c*)
6. K. Kt. P. one (*d*)	6. Q. to K. R.'s third
7. P. takes P. (*e*)	7. P. takes P.
8. Q. P. one	8. Q. Kt. to Q.'s fifth
9. Q. to Q.'s square (*f*)	9. K. Kt. to K.'s second
10. Q. B. P. one	10. Q. Kt. to K.'s third
11. Q. to K. B.'s third	11. K. Kt. to K. Kt.'s third
12. K. Kt. to K. R.'s third (*g*)	12. K. B. to Q.'s third
13. Q. P. one	13. K. B. P. one
14. K. R. to K. Kt.'s square (*h*)	14. Q. Kt. to K. Kt.'s fourth
15. Kt. takes Kt.	15. K. B. P. takes Kt.
16. K. P. one	16. K. B. to K.'s second
17. K. R. P. one	17. Kt. to K. R.'s fifth
18. Q. to Q.'s fifth	18. Q. to K.'s third

The second player has the Pawn advantage, and a good position.

(*a*) The third and fourth moves here given are necessary in the defence against the Bishop's Gambit. It is true that the Knight's Pawn in this position confines the Queen, but there is no other mode of defending the Gambit Pawn.

(*b*) You have now the choice of three modes of attack. The first, is to bring out your King's Knight, which is the attack approved of by the writers of the preceding century. The second, viz. to bring out your Queen's Knight, has been more recently invented, and is more difficult to parry; while the third, which is the move above given, is due to Cozio, who first introduced this move into the different varieties of the Bishop's Gambit. Its author thought it irresistible, and in applying it to the present opening he made the first player succeed, in which he was much mistaken, without having been hitherto corrected by any subsequent writer. We shall proceed to demonstrate that he has erred.

(*c*) This is the correct defence. If, instead of this, he moves his Queen's Pawn one step, you move your King's Knight's Pawn one, and the position becomes the same as in the first back game of the last party, in which you recovered the Pawn. If, however, he does here move his Queen's Pawn, you must not be enticed by the bait to adopt the following form of attack, which has not been remarked by Cozio, and which although apparently embarrassing to your opponent, is not likely in the result to turn to your advantage, viz.—

	5. Q. P. one
6. Q. to Q. B.'s third	

You would lose a move by playing it to Q. Kt.'s third, as he would answer by playing Q. to K. R.'s fourth,

	6. K. B. P. one

If you now take his Knight with your Bishop, and then take either of his undefended Pawns with your Queen, you will lose the Queen.

White.	*Black.*
7. Q. to Q. Kt.'s third	7. K. Kt. to K. R.'s third
8. K. B. to K.'s sixth	8. Q. Kt. to Q.'s second
9. K. B. takes Kt. (check)	9. K. takes K. B.
10. K. Kt. to K. B.'s third	10. Q. to K. R.'s fourth
11. Q. Kt. to Q. B.'s third	11. Q. B. P. one
12. Q. P. two	12. K. B. to K. Kt.'s second
13. K. R. P. two	13. K. R. to K.'s square
14. Q. B. to Q.'s second	14. K. to Q. B.'s second
15. K. to K. Kt.'s square	15. Q. to K. Kt.'s third

And the second player maintains his Pawn, and ought to win the game.

(*d*) If you play,

6. Q. to Q. Kt.'s third	then, 6. K. B. to Q. B.'s fourth
7. K. B. takes P. (check)	7. K. to K.'s second
if 8. K. Kt. to K. R.'s third	8. K. Kt. P. one

But if,

8. K. Kt. P. one	8. P. takes P.
9. Q. to K. B.'s third	9. Q. Kt. to K.'s fourth, &c.

But if you play,

6. Q. to Q. B.'s third	6. K. B. P. one
7. B. takes Kt.	7. R. takes K. B.
8. Q. takes K. B. P.	8. K. B. to K. Kt.'s second
9. Q. to K. B.'s fifth	9. K. B. to Q.'s fifth
10. K. Kt. to K. R.'s third	10. Q. P. one
11. Q. to Q. Kt.'s fifth	11. Q. B. takes K. Kt., &c.

If in this variation he plays his King's Bishop to Q. B.'s fourth at his sixth move, instead of playing the K. B. P., you give check with your Bishop, and then take his. If as your seventh move you play, 7. Q. to Q. Kt.'s third, he plays, 7. K. B. to Q. B.'s fourth, and compels you to play, 8. Q. to K. B.'s third; for if you play, 8. Kt. to K. R.'s third, to prevent the threatened mate, he plays,

	8. Q. P. two
9. K. P. takes Q. P.	9. Q. B. takes K. Kt.

Or, if you play,

8. K. Kt. P. one	8. P. takes P.

Again, if at the tenth move, instead of playing the Knight, you play,

10. K. Kt. P. one	10. P. takes P., &c.

But if you play,

10. K. to K.'s second	10. Q. to K. B.'s seventh (check)
11. K. to Q.'s third	11. Q. Kt. to K.'s fourth (check)

And he wins your Queen and the game.

(*e*) If you play,

White.	*Black.*
7. K. R. P. two	7. Q. Kt. to K.'s fourth
8. Q. to Q. Kt.'s third	8. Q. Kt. takes K. B.
9. Q. takes Kt.	9. P. takes K. Kt. P.

(*f*) If you play, as your ninth move,

9. Q. to K. B.'s second	9. K. B. to Q. B.'s fourth
10. Q. B. takes P.	10. Q. Kt. takes Q. B. P.
11. B. takes Q.	11. B. takes Q.
12. Q. B. to K. Kt.'s seventh	12. K. B. to Q.'s fourth

The second player maintains his Pawn, and has a good game.

(*g*) If you play your Queen's Pawn, he plays his King's Bishop's Pawn.

(*h*) If you play,

14. K. B. takes Kt.	14. Q. P. takes K. B.

And next move he plays, 15. K. P. one, and has a very good game.

Variation on Fifth Move of Second Player.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. checks
4. K. to K. B.'s square	4. K. Kt. P. two
5. Q. to K. B.'s third	5. K. Kt. to K. B.'s third
6. K. Kt. P. one (*a*)	6. Q. to K. Kt.'s fifth (*b*)
7. K. P. one	7. Q. takes Q. (check)
8. K. Kt. takes Q.	8. K. Kt. to K.'s fifth (*c*)
9. Q. P. one	9. K. Kt. P. one
10. K. Kt. to K. R.'s fourth, &c.	

And you recover the Pawn.

(*a*) If you play your King's Pawn one step, he plays his Knight to its fifth.

(*b*) If he played his Queen to Rook's fourth, the same position recurs, for you play your King's Pawn, and if he plays then his Knight to its fifth, you attack it with Rook's Pawn, and must win the piece.

(*c*) If he plays Knight's Pawn on your Knight, you play it to its fifth.

Variation on Sixth Move of Second Player.

First five moves as in the preceding Variation.

White.	*Black.*
6. K. Kt. P. one	6. Q. to K. R.'s third
7. Q. P. one (*a*)	7. K. Kt. to K. R.'s fourth (*b*)
8. K. Kt. to K.'s second (*c*)	8. K. B. to Q.'s third
9. K. R. P. two	

And you force the Pawn.

(*a*) If you play, 7. K. P. one, he may play,

	7. K. Kt. to K. R.'s fourth
then, 8. Q. P. two	8. Q. Kt. to Q. B.'s third
9. Anything	9. Q. P. one, &c.

But if you play, 7. Q. P. two, he may play,

	7. P. takes P.
8. R. P. takes P.	8. Q. to K. Kt.'s third

And he maintains his Pawn.

(*b*) If he plays, 7. P. takes P., then you play,

8. P. takes P.	8. Q. to K. Kt.'s third
9. K. P. one	and if, 9. K. Kt. to K. Kt.'s square
10. Q. B. takes P.	but if, 9. Q. P. two
10. Q. takes Kt.	

In either case you recover the Gambit Pawn, with a good position.

(*c*) If you play, 8. K. Kt. P. one, he ought not to play his Knight to its second, but rather to Bishop's third.

Sixth Opening.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. B. to Q. B.'s fourth	3. Q. checks
4. K. to K. B.'s square	4. K. Kt. P. two
5. K. Kt. to K. B.'s third (*a*)	5. Q. to K. R.'s fourth
6. K. R. P. two (*b*)	6. K. B. to K. Kt.'s second (*c*)
7. Q. P. two (*d*)	7. K. R. P. one (*e*)
8. K. P. one (*f*)	8. K. Kt. to K.'s second
9. Q. Kt. to Q. B.'s third (*g*)	9. K. Kt. to K. B.'s fourth

White.	*Black.*
10. Q. Kt. to K.'s fourth (*h*)	10. Q. P. one
11. K. P. takes P.	11. Q. B. P. takes P.
12. Q. to K.'s second (*i*)	12. Castles
13. Q. B. P. one (*k*)	13. K. R. to K.'s square
14. K. to Kt.'s square (*l*)	14. K. Kt. P. one
15. K. Kt. to K.'s square (*m*)	15. K. Kt. to K. Kt.'s sixth
16. Q. Kt. takes Kt.	16. R. takes Q.
17. Kt. takes Q.	17. R. takes K. Kt. (check)
18. K. B. to K. B.'s square	18. K. Kt. P. one
19. Q. Kt. P. one	19. Q. B. to K. Kt.'s fifth
20. Kt. takes Gambit P.	20. Q. Kt. to Q. B.'s third
21. Kt. to Q.'s third	21. R. to Q.'s eighth
22. Q. B. to Q. Kt.'s second	22. R. takes R.
23. Q. B. takes R.	23. Q. R. to K.'s square

You have a very bad game.

(*a*) This attack leads to many difficult combinations, which are far from being exhausted. The adverse Queen cannot retreat to K. Kt.'s fifth, as you would take his King's Bishop's Pawn, and force his Queen; nor to K. R.'s third, as you could then play your Knight to his King's fifth, &c.

(*b*) This is a stronger move than Q. P. two, which he ought to answer by playing K. B. to K. Kt.'s second.

(*c*) If he attacks your Knight, you play it to King's square, and win the Gambit Pawn in a few moves.

(*d*) If, instead of this, you play your King to Knight's square, he may play,

	7. K. Kt. P. one
8. K. Kt. to K. Kt.'s fifth	

To prevent the Queen from checking.

	8. K. B. to Q.'s fifth (check)
9. K. to K. B.'s square	9. K. Kt. to K. R's third
10. Q. B. P. one	

If you play Q. P. one, he may attack your Knight with his Pawn, and win a piece.

	10. K. B. to K. B.'s third

And you cannot save Rook's Pawn. If you play, 7. Q. Kt. to Q. B.'s third, you will lead to a position which occurs in the next opening, or the game may proceed thus :—

7. Q. Kt. to Q. B.'s third	7. K. R. P. one
8. Q. Kt. to Q.'s fifth	8. K. to Q.'s square
9. Q. P. two	9. Q. B. P. one
10. Q. Kt. to Q. B.'s third	10. Q. P. one
11. K. P. one	

As, if you play Q. to K.'s second, he pins your Knight with his Q. B.

White.	*Black.*
	11. Q. P. one
12. K. B. to K. second	12. Q. B. to K. Kt.'s fifth
13. K. to K. B.'s second	13. Q. to K. Kt.'s third
if 14. K. Kt. to K.'s square	14. Q. B. takes K. B.

And the second player has the advantage of a Pawn and a good position.

But if you play, 7. K. B. to K.'s second, he may play,

	7. K. Kt. P. one
8. K. Kt. to K.'s square (best)	8. K. Kt. to K. B.'s third
9. K. P. one	9. K. Kt. to K.'s fifth
10. K. B. takes K. Kt. P.	10. Kt. to Kt.'s sixth (checks)
11. K. to K. Kt.'s square	11. Q. takes K. P.
12. K. R. to K. R.'s third	12. K. R. P. two
13. K. B. to K. B.'s third	13. Q. P. two

And if you play your Rook to its second square, the Queen mates; but if, in this variation, instead of playing your King's Pawn at your ninth move, you play, 9. Q. Kt. to Q. B.'s third, he may play,

	9. Q. to K. Kt.'s third
10. Q. P. one	10. K. Kt. to K. R.'s fourth
11. Q. Kt. to Q.'s fifth	11. K. Kt. to K. Kt.'s sixth (ch.)
12. K. to K. Kt.'s square	12. K. B. to Q.'s fifth (check)
13. K. to K. R.'s second	13. K. Kt. takes K. B. (Lewis)

If you take Knight, he plays his Knight's Pawn and wins your Queen. The game is lost.

(*e*) Our author was of opinion that this was the only move which could preserve the Pawn; he afterwards altered his opinion, and admitted that the second player might here play his Queen's Pawn.

(*f*) We have given this move, because at the first view it is very embarrassing, and has not yet been analysed. If, instead of this move, you play your King to its Knight's square, or your Rook to its second square, he may play his Queen to Knight's third; but if you play, 8. K. B. to K.'s second, he may play,

	8. Q. to K. Kt.'s third
9. K. B. to Q.'s third	9. Q. P. one
10. K. P. one	10. Q. B. to K. B.'s fourth

And the defence is complete; you cannot play, 8. K. to K. B.'s second, as he might with advantage attack you with Knight's Pawn.

(*g*) If you play, 9. Q. to K.'s square, he may play,

	9. K. Kt. to K. B.'s fourth
10. K. to K. Kt.'s square	10. K. Kt. P. one, &c.

But if,

White.	*Black.*
9. K. B. to Q.'s third	then, 9. Q. P. one
10. K. P. takes Q. P.	10. Q. B. P. takes P.
11. Q. B. P. one	11. Q. Kt. to Q. B.'s third
12. K. to K. Kt.'s square	12. Q. to K. Kt.'s fifth
13. Q. Kt. to Q.'s second	13. Q. B. to K. B.'s fourth

Or if,

12. Q. Kt. to Q.'s second	12. Q. B. to Q.'s second
13. K. B. to K.'s second	13. Q. to K. Kt.'s third
14. Q. B. P. one	14. Q. P. one

And the second player Castling at Queen's side has a safe game. Finally, if,

9. K. to K. Kt.'s square	9. Q. to K. Kt.'s third
10. K. B. to Q.'s third	10. Q. to Q. Kt.'s third

But if,

10. Q. Kt. to Q. B.'s third	10. Q. P. one
11. K. P. takes Q. P.	11. Q. B. P. takes P.
12. Q. Kt. to Q. Kt.'s fifth	12. K. to Q.'s square

Or if you attack his Queen, he may interpose his Bishop, and still maintain his Pawn.

(*h*) If, 10. K. to K. Kt.'s square	10. K. Kt. to K. Kt.'s sixth
11. K. R. to K. R.'s second	11. Q. to K. Kt.'s third
12. K. B. to Q.'s third	12. Q. to Q. Kt.'s third
(*i*) If, 12. Q. B. P. one	12. K. Kt. P. one
13. K. Kt. to K.'s square	13. Q. P. one
14. K. B. takes Q. P.	14. K. Kt. to K.'s sixth (ch.)
15. Q. B. takes K. Kt.	15. Q. takes K. B.

But if,

14. K. B. checks	14. Q. Kt. to Q. B.'s third

Wins K. R.

(*k*) If, 13. Q. to Q.'s third	13. K. R. to K.'s square
14. K. to K. Kt.'s square	14. K. Kt. P. one, &c.
(*l*) If, 14. Q. to Q.'s third	14. K. Kt. P. one
15. K. Kt. to K.'s square	15. Q. P. one
16. K. B. takes P.	16. K. Kt. to K.'s sixth (ch.)
17. Q. B. takes K. Kt.	17. Q. takes K. B., &c.

Wins a piece.

But if,

14. K. R. to K. R.'s second	14. K. Kt. P. one
15. K. Kt. to Q.'s second	15. Q. B. P. one, &c.

It is surprising that our author did not analyse the following move, which leads to a lively and perhaps not disadvantageous game for the first player, viz.—

White.	*Black.*
14. Q. Kt. to K. Kt.'s sixth (check)	14. K. B. takes Kt.
15. Q. takes K. R. (check)	15. K. to K. Kt.'s second
16. Q. takes Q. B.	16. K. Kt. to K. Kt.'s sixth (check)
17. K. to K. Kt.'s square	17. K. Kt. takes K. R.
18. Q. takes Q. Kt. P.	18. K. Kt. P. one
19. Q. takes Q. R.	19. K. Kt. P. takes Kt.
20. Q. takes P. at K. B.'s third	20. Q. takes R. P.
21. Q. B. takes Gambit P.	or, 20. K. Kt. to K. Kt.'s sixth
21. Q. B. takes Gambit P.	or, 20. Q. takes Q.
21. P. takes Q.	21. K. Kt. to K. Kt.'s sixth
22. Q. B. takes Gambit P.	22. K. Kt. to K. B.'s fourth

And you ought to win the game.

Or if,

	17. K. Kt. P. one
18. Q. B. takes P.	18. Kt. takes K. R.
19. Q. takes Q. Kt. P.	19. P. takes K. Kt.
20. Q. takes Q. R.	and if, 20. Q. or B. takes R. P.
21. Q. takes P. at K. B.'s third	but if, 20. P. (checks)
21. K. takes K. Kt.	21. Q. takes R. P. (checks)
22. Q. B. to K. R.'s second	22. K. B. to K. Kt.'s fourth
23. Q. to K. B.'s third	23. K. B. P. one
24. Q. checks	

And then forces mate in four moves.

(*m*) If the Knight retreated to Queen's second, or to Rook's second, he would advance the Gambit Pawn ; then

16. Q. to Q.'s third	16. P. takes K. Kt. P.
17. K. takes P.	17. Q. Kt. to Q. B.'s third

Or if,

16. Kt. P. takes P.	16. K. Kt. P. takes P.
17. K. Kt. takes P.	17. Q. to K. Kt.'s fifth (checks)

And he wins a piece.

Variation on the Seventh Move of the Second Player.

White.	*Black.*
	7. Q. P. one
8. K. to K. Kt.'s square (*a*)	8. Q. B. to K. Kt.'s fifth
9. Q. Kt. to Q. B.'s third (*b*)	9. Q. B. takes K. Kt.
10. K. Kt. P. takes Q. B.	10. K. Kt. to K.'s second (*c*)

White.	*Black.*
11. K. R. P. takes K. Kt. P.	11. Q. takes P. (check)
12. K. to K. B.'s square	12. Q. Kt. to Q. B.'s third
13. Q. Kt. to K.'s second (*d*)	13. K. Kt. to K. Kt.'s third
14. Q. B. P. one (*e*)	14. Castles with K. R.
15. Q. to Q.'s second	15. K. to K. R.'s square (*f*)
16. Q. Kt. takes Gambit P.	16. K. Kt. takes Kt. (*g*)
17. Q. to K. R.'s second (*h*)	17. Q. to K. Kt.'s third
18. Q. B. takes K. Kt.	18. K. B. P. two
19. K. P. one (*i*)	19. Q. P. takes K. P.
20. Q. B. takes P.	20. K. B. takes Q. B.
21. Q. P. takes B.	

And you have recovered the Pawn, with a good game.

(*a*) This move enables you to win the Gambit Pawn. To play 8. K. R. to K. R.'s second is not so strong, see the next variation. But if you play,

8. K. B. to K.'s second	8. K. Kt. P. one
9. K. Kt. to K.'s square	9. K. Kt. to K. B.'s third
10. Q. Kt. to Q. B.'s third	10. Q. to K. Kt.'s third

And if,

11. K. B. to Q.'s third	11. K. Kt. to K. R.'s fourth
12. Q. Kt. to Q.'s fifth	12. K. Kt. to K. Kt's sixth (check)
13. K. to K. Kt.'s square	13. K. B. takes Q. P. (check)
14. K. to K. R.'s second	14. Q. to K. R.'s fourth
15. K. B. to Q. Kt.'s fifth (check)	15. Q. Kt. to Q. B.'s third
16. Q. takes K. B.	16. Q. takes R. P. (check)
17. K. to K. Kt.'s square	17. Q. takes K. R. (check)
18. K. to K. B.'s second	18. Q. to K. B.'s eighth (check)
19. K. B. takes Q.	19. Q. Kt. takes Q.
20. Kt. takes Q. B. P. (check)	20. K. to Q.'s square
21. Q. Kt. takes Q. R.	21. K. Kt. takes K. P. (check)
22. K. to K. Kt.'s square	22. Q. Kt. P. one
23. Q. B. takes Gambit P.	23. Q. B. to Q. Kt.'s second
24. Q. R. to Q.'s square	24. Q. Kt. to K. B. fourth
25. Q. Kt. takes Q. Kt. P.	25. Q. R. P. takes Q. Kt.
26. Kt. to Q.'s third	26. K. to Q. B.'s second

But if,

11. Q. to Q.'s third	11. K. Kt. to K. R.'s fourth
12. Q. Kt. to Q.'s fifth	12. K. Kt. to K. Kt.'s sixth (check)
13. K. to K. Kt.'s square	13. K. B. takes Q. P. (check)
14. K. to K. R.'s second *	14. Q. to K. R.'s fourth, and WINS.

(*b*) If you play,

9. K. R. P. takes P.	9. Q. B. takes Kt.
10. P. takes B.	10. Q. takes P. (check)

* If you take K. B., you lose Q.

White.	*Black.*
11. K. to B.'s square	11. Q. to K. B.'s third
12. Q. B. P. one	12. K. Kt. to K.'s second (*weak*)
13. R. to K. Kt.'s square	13. Kt. to K. Kt.'s third
14. Q. to her Kt.'s third	14. Q. Kt. P. one
15. Q. Kt. to R.'s third	15. Q. B. P. one
16. Q. P. one	16. Castles

But if,

9. Q. B. P. one	9. B. takes Kt.
10. P. takes B.	10. K. Kt. to K.'s second (*weak*)
11. R. P. takes P.	11. Q. takes P. (check)
12. K. to B.'s square	12. Q. to K. B.'s third
13. Q. to her Kt.'s third	13. Q. Kt. P. one
14. Q. Kt. to R.'s third	14. Q. B. P. one
15. Q. P. one	15. Castles

(*c*) Our author admits that this analysis is imperfect on account of this weak move. The correct move should be, 10. Q. Kt. to Q. B.'s third, as the author proves in the Appendix, which shall appear in our next Number.

(*d*) If, 13. K. R. to K. Kt.'s sq.	13. Q. to K. B.'s third
(*e*) If, 14. K. R. to K. Kt.	14. Q. to K. B.'s third
15. Q. B. P. one	15. Castles with Q. R.
if, 16. Q. Kt. takes P.	16. K. Kt. takes Q. Kt.
17. B. takes Kt.	17. Q. takes Q. B.
18. K. R. takes K. B.	18. Q. R. to K. Kt.
if, 19. K. R. takes K. B. P.	19. Q. to K. R.'s seventh, threatening
	20. Q. R. to K. Kt.'s eighth

But if,

19. K. R. takes Q. R.	19. K. R. takes K. R.
20. K. to K.'s second	20. Q. to K. R.'s seventh (ch.), &c.

(*f*) If he plays,

	15. K. Kt. to K. R.'s fourth
16. Q. Kt. takes Gambit P.	16. K. Kt. takes P.
17. Q. to K. B.'s second	

And you win a piece.

(*g*) If he plays,

	16. Q. takes Kt.
17. Q. to K. Kt.'s second	17. Q. to K. B.'s third
18. Q. to K. R.'s third	18. K. Kt. to K. R.'s fifth
19. Q. takes Kt.	19. Q. takes K. B. P. (check)
20. K. to K.'s square, and WINS.	

(*h*) If, 17. Q. takes Kt.	17. Q. takes Q.
18. Q. B. takes Q.	18. K. B. P. two, &c.

(*i*) We think the first player might win a Pawn or the exchange by playing

White.	*Black.*
19. K. B. to Q.'s third	19. Q. Kt. to K.'s second
20. K. P. takes K. B. P.	20. Kt. takes P.
21. K. to K. B.'s second	21. Any bad move
22. Q. R. to K. Kt.	

Examine the position.—*Ed. C. P. C.*

Variation on Eighth Move.

One to six as above.

White.	*Black.*
7. Q. P. two	7. Q. P. one
8. K. R. to K. R.'s second	8. Q. B. to K. Kt.'s fifth
9. K. to K. Kt.'s square	9. K. Kt. to K.'s second (*a*)
10. Q. B. P. one (*b*)	10. Q. B. takes K. Kt.
11. K. Kt. P. takes Q. B.	11. K. R. to K. Kt.'s square
12. K. R. P. takes P. (*c*)	12. Q. takes P. check
13. K. to K. B.'s square (*d*)	13. Q. Kt. to Q.'s second
14. K. R. takes K. R. P. (*e*)	14. Q. Kt. to K. B.'s third
15. K. R. to K. R.'s second	15. Q. Kt. to K. R. fourth
16. K. to K.'s second (*f*)	16. Q. Kt. to K. Kt.'s sixth (ch.)
17. K. to Q. second (*g*)	17. Q. P. one
18. K. B. to Q.'s third	18. Q. P. takes K. P.
19. K. B. P. takes P.	19. Castles with Q. R.

Or if,

18. K. P. takes P.	18. K. Kt. takes P.
19. K. B. takes Kt.	19. Q. takes K. B.
20. K. to Q. B.'s second	20. Castles with Q. R.

The second player has lost the Gambit Pawn, but has a better game than you have.

(*a*) Ponziani recommends him to take your Rook's Pawn, which he says will give the second player the better game. Mr. Heydebrand in our opinion has fully proved the weakness of this defence by the following analysis which he has lately sent to us.

	9. K. Kt. P. takes K. R. P.
10. Q. B. takes Gambit P.	10. P. to K. R.'s sixth
11. Q. B. P. one	11. Q. to K. Kt.'s third
12. K. Kt. P. one	12. K. R. P. two
13. K. R. to K. B.'s second	13. K. R. P. one
14. K. to K. R.'s second	14. K. R. P. takes Kt. P. (check)
15. Q. B. takes K. Kt. P.	

The second player has certainly made the correct moves, and yet the advantage of position is on your side. This communication of Mr. Heydebrand having induced us to study attentively the variation of 8. K. R. to K. R.'s second, we have carefully composed the above defence, which we submit to the judgment of our readers.

White.	*Black.*
(*b*) If, 10. Q. Kt. to Q. B.'s third	10. Q. Kt. to Q. B.'s third, &c.

But if,

10. K. R. P. takes P.	10. Q. B. takes K. Kt.
11. K. Kt. P. takes Q. B.	11. Q. takes P. (check)
12. K. R. to K. Kt.'s second	12. Q. to K. B.'s third
13. Q. B. P. one	13. K. Kt. to K. Kt.'s third

And you cannot hope to recover the Gambit Pawn.

(*c*) If, 12. K. to K. R.'s square	12. Q. Kt. to Q.'s second

Or if,

12. Q. to Q. Kt.'s third	12. Q. Kt. P. one

(*d*) If you interpose the Rook, he will checkmate you in three moves. But if you play K. to R.'s square, he will continue the attack in the same manner as above.

(*e*) If 14. K. R. to K. Kt.'s second	14. Q. to K. B.'s third
15. K. R. to K. Kt.'s fourth	15. K. Kt. to K. Kt.'s third

And he maintains his Pawn.

But if,

14. Q. to Q. Kt.'s third	14. K. B. takes Q. P.
15. K. B. takes K. B. P. (ch.)	15. K. to Q.'s square
if, 16. K. B. takes K. R.	16. Q. to K. Kt.'s eighth (check)
17. K. to K.'s second	17. Q. takes K. R. (check)
18. K. to Q.'s square	18. Q. to K. Kt.'s eighth (check)
19. K. to Q. B.'s second	19. Q. B. to Q. Kt.'s third
20. K. B. to K.'s sixth	20. Q. to K. B.'s seventh (check)
21. Q. Kt. to Q.'s second	21. Q. Kt. to K.'s fourth
22. K. B. to K. Kt.'s fourth	22. Q. Kt. takes K. B.
23. P. takes Kt.	23. K. to Q.'s second

But if,

16. P. takes B.	16. Q. to K. Kt.'s eighth (check)
17. K. to K.'s second	17. Q. takes K. R. (check)

And wins the exchange.

(*f*) If, 16. K. R. to K. Kt.'s second	16. Q. Kt. to K. Kt.'s sixth (check)
17. K. to K.'s square	17. Q. to K. R.'s fifth
18. K. to Q.'s second	18. K. B. takes Q. P.

White.	*Black.*
19. Q. B. P. takes K. B.	19. Q. Kt. takes K. P. (check)
20. K. B. P. takes Q. Kt.	20. K. R. takes K. R. (check)
21. K. to Q. B.'s third	21. Q. to K. R.'s sixth (check)
22. K. B. to Q.'s third	22. Q. P. one
23. K. P. one	23. Q. B. P. two
24. Q. to Q. R.'s fourth (ch.)	24. K. Kt. to Q. B.'s third
25. Q. P. takes Q. B. P.	25. Q. P. one (check)
26. K. to Q. B.'s fourth	26. Castles with Q. R.

(*g*) Any other move and he would take your Pawn with his Knight.

Variation on Seventh Move of First Player.

Moves 1 to 6 as above.

White.	*Black.*
7. K. R. to K. R.'s second	7. K. Kt. P. one
8. K. Kt. to K.'s square (*a*)	8. Q. to Q. B. fourth
9. Q. to K.'s second	9. K. Kt. to K. B.'s third
10. Q. P. one (*b*)	10. K. Kt. to K. R.'s fourth
11. Q. B. takes Gambit P.	11. K. Kt. takes Q. B.
12. Q. takes K. Kt. P.	12. Q. to K. R. fourth
13. Q. takes K. Kt.	13. K. B. to K.'s fourth
14. K. B. takes K. B. P.	14. Q. takes K. B.
15. Q. takes Q. (check)	15. K. takes Q.
16. K. R. to K. R.'s square	16. K. B. takes Q. Kt. P. & WINS.

(*a*) For this new variation we are indebted to Mr. Petroff's kindness. Former writers had confined their analysis to those games in which the Knight removes to its fifth, when the game may proceed thus :—

8. K. Kt. to K. Kt.'s fifth	8. K. Kt. to K. R.'s third
9. Q. P. two	9. Q. P. two, or (A)
10. K. B. takes Q. P., or (B)	10. K. Kt. P. one
11. K. B. takes K. B. P. (check)	11. Q. takes K. B.
12. K. Kt. takes Q.	12. Q. B. to K. Kt.'s fifth
13. Q. to K.'s square	13. K. Kt. P. takes K. R.

But if,

11. Q. takes Q.	11. K. Kt. P. takes K. R.
12. Kt. takes K. B. P., or (C)	12. P. becomes Q. (check)
13. K. to K. B.'s second	13. K. B. takes Q. P. (check)
14. K. moves	14. Q. B. to K. Kt.'s fifth (ch.) &c.

(A)

White.	*Black.*
	9. K. Kt. P. one
10. K. B. takes K. B. P. (check)	10. K. Kt. takes K. B.
11. Q. takes Q.	11. P. takes K. R.
12. Q. takes K. Kt. (check)	12. K. to Q.'s square
13. Q. takes K. B.	13. P. becomes Q. (check)
14. K. to K. B.'s second	14. Q. takes K. R. P. (check)
15. K. to K.'s second	15. Q. to K. Kt.'s fifth (check)
16. K. to Q.'s third	16. Q. to K. Kt.'s sixth (check)
17. K. to Q. B.'s fourth	

And you have much the better game.

(B)

10. K. P. takes Q. P.	10. K. Kt. P. one
11. Q. to K.'s square (check)	11. K. to Q.'s square
12. K. R. to K. R.'s square	12. K. R. to K.'s square
13. Q. to Q.'s second	13. K. Kt. to K. Kt.'s fifth
14. K. B. to K.'s second	14. K. Kt. to K. R.'s seventh (ch.)
if, 15. K. R. takes K. Kt.	15. K. R. takes K. B., &c.

But if,

15. K. to K.'s square	15. Q. B. to K. Kt.'s fifth
16. Q. Kt. to Q. B.'s third	16. K. B. takes Q. P.
17. Q. takes K. B.	17. Q. B. takes K. B.
18. K. to Q.'s second	18. K. Kt. to K. B.'s eighth (check)

(C)

12. K. B. takes K. B. P. (check)	12. K. to K.'s second, &c.

(*b*) The game is lost, whatever move you adopt.

If, 10. Q. B. P. one	10. K. Kt. to K. R.'s fourth
11. Q. P. two	11. K. Kt. to K. Kt.'s sixth (ch.)
12. K. to K. B.'s second	12. K. Kt. takes Q.
13. Q. P. takes Q.	13. K. Kt. P. checks
	14. K. Kt. P. takes K. R.
	15. K. Kt. P. becomes Q.

But if,

10. K. Kt. P. one	10. Gambit P. one
11. Q. to Q.'s third	11. K. Kt. to K. R.'s fourth

And you must give up a piece to escape checkmate next move by the Knight.

THE GREAT CHESS MATCH.

The latest intelligence on the subject of this important contest is as follows:—

GAMES WON.

Mr. STAUNTON	6
M. ST. AMANT	0

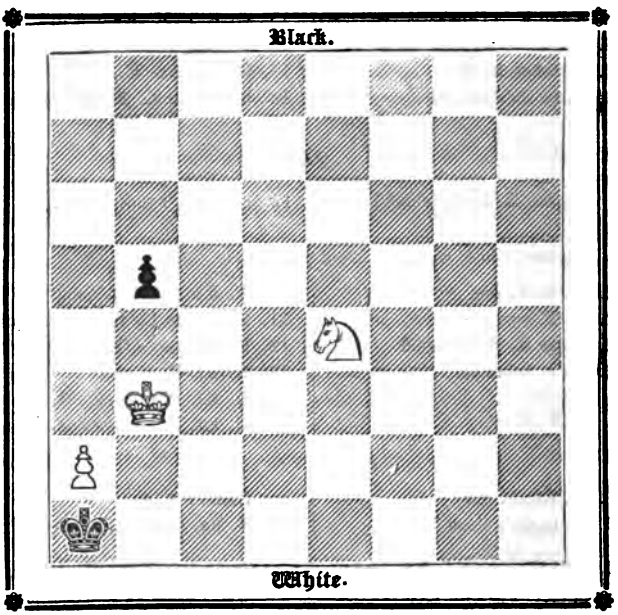
DRAWN GAMES.

1.

PROBLEM, No. 194.

By Mr. W. BONE.

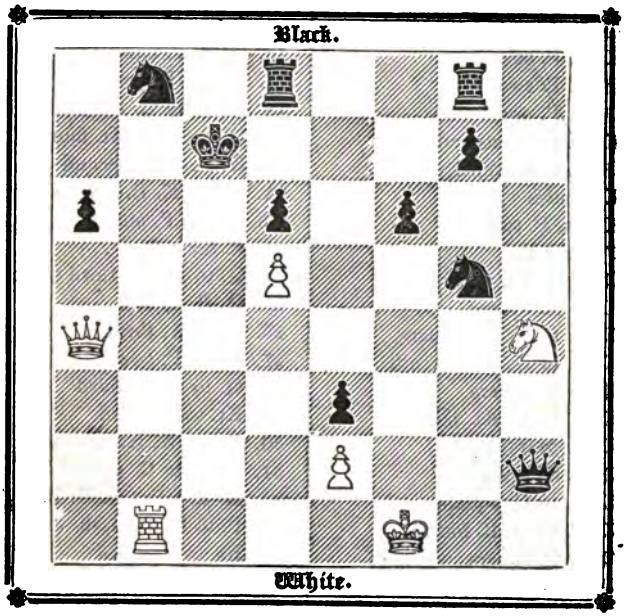
White mates in eight moves.



PROBLEM, No. 195.

By Mr. A. ANDERSSEN, of Breslau.

White to win in six moves.



GAME DCXXV.

Between Mr. KIESERITZKI, one of the finest Players in Europe, and Mr. SCHWARTZ.

White. (Mr. K—.)	*Black.* (Mr. S—.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. two	3. K. B. P. two
4. K. P. one	4. Q. B. to K. third
5. Q. Kt. to B. third	5. Q. B. to Q. fourth
6. K. Kt. to K. second	6. K. P. one

White. (Mr. K—.)	*Black.* (Mr. S—.)
7. K. Kt. to K. B. fourth	7. K. Kt. to K. second
8. Q. Kt. takes Q. B.	8. K. P. takes Q. Kt.
9. Kt. to K. sixth	9. Q. to Q. second
10. Kt. to Q. B. fifth	10. Q. to Q. B. third
11. Q. Kt. P. one	11. Q. Kt. P. one
12. Kt. to Q. R. fourth	12. Q. Kt. P. one
13. Kt. to Q. B. fifth	13. Q. Kt. to Q. second
14. Q. Kt. P. one	14. Kt. takes Kt.
15. Q. Kt. P. takes Kt.	15. Kt. to K. Kt. third
16. K. B. P. two	16. Q. R. P. one
17. Q. R. P. two	17. Q. Kt. P. one
18. Q. R. P. one	18. Q. R. to Q. Kt. square
19. K. B. to K. second	19. Q. R. to Q. Kt. fourth
20. Q. B. to K. third	20. K. B. to K. second
21. K. castles	21. Kt. to K. B. square
22. K. Kt. P. two	22. K. Kt. P. one
23. P. takes P.	23. P. takes P.
24. Q. to Q. Kt. square	24. Q. to K. Kt. third (check)
25. K. to R. square	25. Q. B. P. one
26. K. R. to K. Kt. square	26. Q. to K. third
27. K. R. to K. Kt. seventh	27. K. R. P. two
28. Q. to Q. square	28. Q. to K. R. third
29. K. R. to K. Kt. third	29. Kt. to K. third
30. K. R. to its third	30. Kt. to K. Kt. second
31. Q. to K. square	31. K. B. to Q. square
32. K. B. to Q. square	32. Q. R. takes Q. R. P.
33. K. B. to Q. R. fourth	33. P. to Q. B. sixth
34. Q. to Q. square	34. Kt. to K. third
35. Q. to Q. Kt. third	35. Kt. takes K. B. P.
36. Q. takes Q. Kt. P.	36. K. R. to K. Kt. square
37. K. R. to K. Kt. third	37. K. R. to K. Kt. fifth
38. K. B. takes P. (check)	38. Q. takes K. B.
39. Q. R. takes R.	39. K. B. takes R.
40. Q. takes K. B.	40. Q. to Q. Kt. fourth
41. Q. takes Q.	41. P. takes Q.
42. R. takes R.	42. K. R. P. takes R.
43. Q. B. takes Kt.	43. K. to Q. second

AND WHITE RESIGNED.

THE BATTLES OF M'DONNELL

AND

DE LA BOURDONNAIS.

"The splendors of the firmament of time
May be eclipsed—but are extinguished not.
Like stars, to their appointed height they climb,
And death is a low mist, which cannot blot
The brightness it may veil."

SHELLEY.

ALL the world—at least all the world we care about upon the present occasion, the Chess world—has heard of the Chess encounters of De la Bourdonnais and M'Donnell. The battle has been sung by Méry in French, by D'Arblay in English. The games themselves have been printed in several different European languages, and have become a code of precedents, like the famed Pandects of Justinian, by the light of which future players may walk safely through almost all the dark mazes of the Sacred Grove—if they have but the intellect to understand, and the memory to apply, these splendid examples of Chess-play to the varied situations which arise during the progress of an actual game.

But something more yet remains to be spoken respecting this memorable contest, and therefore do we think fit humbly to consecrate one of our own especial essays thus to the memory of the two great departed heroes. Be it our labour of love, on the present occasion, to write on the strife historically, depicting several of its more interesting features minutely, accurately, and critically. We are proud of the name of our M'Donnell, snatched from us so prematurely by cruel fate. England is proud, too, of the fame of De la Bourdonnais, for her green turf covers his ashes. Of either one of these two renowned Chess-artists, well may his country say with Shelley (speaking of Keats)—

—— "till the future dares
Forget the past, his fate and fame shall be
An echo and a light unto eternity."

We cannot, however, admit any real difference of country or nation to exist as regards Chess-players. We recognize the kingdom of Chess one and indivisible, and no other. Let the actors on the world's poor stage

of crowns, and titles, and gold, and courts, divide the earth's surface into little patches of garden ground; calling one portion France, and another England,—and a third Italy, but let US maintain the integrity of our more noble MIND-KINGDOM in its hallowed universality. All Chess-players, black, white, or brown, are brothers of one common nation—bound together by the one indissoluble tie, and utterly regardless, beyond that, of the mere names and distinctions of birthplace, language, habits and manners. Our country—the mighty kingdom of Chess!—comprises the four quarters of the terrestrial globe; and our sole acknowledged monarch is THE BEST PLAYER for the time being.

We have been irresistibly led into positing this preliminary observation, by a phrase which latterly caught our attention, from the pen of a French writer on Chess, M. Doazan, at page 162 of the *Palemède* for 1843; in which that respected contributor laments that nothing remains of De la Bourdonnais beyond "quelques parties recueillies par nos adversaires!" We disclaim the term. We, the English, are NOT your "adversaires," messieurs les Francois. We are your friends—your brothers. Let us then for the future mutually acknowledge the fraternal tie, and disclaim all invidious distinctions*—at least as far as Chess goes.

It may seem as if the details of the Chess-strife about to be narrated would be best introduced by full biographical sketches of the two combatants—the Hector and Achilles of the field. But I have thought that this would lead us too far from our subject. The Chess-lives of De la Bourdonnais and M'Donnell should form separate papers. They have yet to be pourtrayed at the length they deserve. I shall, then, upon the present occasion, pass lightly over the antecedents, in order to have full space and scope to illustrate my more immediate theme. A very few words, then, respecting the "personnel" of each of the two chiefs, before we behold them opposed to each other on Caïssa's field, within the walls of the Westminster Chess Club.

The early part of the present century saw the sceptre of European Chess wielded by M. des Chappelles. For many years this great master reigned unrivalled; giving, in fact, at least the Pawn to all who presented themselves, but at length there arose upon the Chess horizon one bright star—which, warmed into life by the beams of its parent sun, at length vied with, if it did not eclipse, the elder luminary. De la Bourdonnais was the pupil—the protegée—the adopted Chess-child of Des Chappelles; could he have sat in the porch of a more inspired teacher?

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* In the same chess-paper, M. Doazan justly criticises my calling a particular opening after Allgaïer; but surely, strict accuracy of nomenclature may be sometimes advantageously relaxed with a view to clear classification. For the kind and flattering turn given by M. Doazan to his comment, I sincerely tender him all thanks.

G. W.

It was about 1824 that Des Chappelles tacitly retired from the Chess-field, declaring De la Bourdonnais his successor. Other renowned players at that time shone in Paris, as Boncourt, Mouret, Le Petit Juif, and a score more, but all yielded to the power of De la Bourdonnais. In 1815, my friend Harry Wilson gave De la Bourdonnais, in Paris, the Knight in odds; in 1824, or thereabouts, the French champion had attained such strength, that none there could stand against him. He then came to England, and proved himself to be the finest player our country had seen since Philidor. Our first practitioners delightedly avowed they had found at last their Chess-Chief. All presented themselves in the lists, and all were beaten. England had not a man who could fairly hold his own against the redoubted Gaul; and De la Bourdonnais may be said to have walked over the course. He returned to Paris, avowedly the first player in Europe, and well do I remember in my early Chess days, that his name was one in the metropolitan Chess Clubs which amateurs were wont to swear by. De la Bourdonnais continued to play, and as he himself told me, to improve, until 1834, when he paid his next visit to England. How had Chess fared here in the interim?

The strong band of players who had greeted De la Bourdonnais on his first coming, were dispersed, by various causes, upon all the winds of heaven. Death, and worse than death, had thinned our ranks. Cochrane had left London for India; Mercier and Parkinson had retired from the lists; Brand's fine intellect was quenched: Lewis and Fraser had given up playing difficult matches—content to rest on their well-won laurels. M'Donnell was hailed as Albion's champion. Let us glance at his claims to that proud title.

Alexander M'Donnell had quietly worked his way to the very apex of Chess skill, distancing all his competitors. A long series of games with Mr. Lewis (the veteran giving M'Donnell the Pawn) had completed his studies; and the secession of his master from the arena, left the pupil to reign without the trouble of conquest. As I have before said, (and not said invidiously or unkindly, towards one who has done so much for Chess,) Mr. Lewis discontinued difficult games, and justly, therefore, refused more than one invitation in my hearing to play on even terms with his quondam pupil. About 1833, by the active exertions of a few Chess amateurs, in support of the indefatigable Mr. Huttmann, was founded the Westminster Chess Club, in Bedford Street, Covent Garden. Here M'Donnell pitched his flag as the King of English Chess—here he played with all comers, and as a necessary consequence, gave odds to all. The first metropolitan players were members of the Westminster Chess Society, and agreed in confessing M'Donnell's superiority. He gave at least the Pawn to all the first players of the time (Messrs. Lewis, Mercier, Fraser, and Parkinson having ceased to be players, simply because not playing), and even at the odds of the Pawn there were not

more than half a dozen could make a stand against him. Such was M'Donnell in 1834, when La Bourdonnais came to London with the roses of June.

On the arrival of the Gallic paladin, every one was of course anxious to make a match between these mighty compeers. M'Donnell declared himself ready to play upon any terms, and in any manner. He was avowedly the only Englishman prepared to measure himself with the French Chief. A match of twenty-one games (exclusive of drawn games) was arranged to be played by these two rivals for fame. This match was not lightly or easily adjusted, many details being to be settled. The kind assistance of Mr. Lewis and Mr. Greenwood Walker at length smoothed down all obstacles, and placed the parties "*vis-à-vis*" at the Chess-board. A word on the Mr. Walker here quoted.

Mr. William Greenwood Walker, himself but a very moderate Chess-player, (related to me only in name,) was the most enthusiastic Chess-recorder I have ever had the honour to know. He cared little to play himself, but delighted to be always at M'Donnell's elbow, to record his victory; like one of the bards of old, ever by the side of his Chief to hymn the song of triumph in his praise. Mr. Walker took down the whole of the games played by M'Donnell and La Bourdonnais, and printed them, with many others played by the former, in a well known octavo volume. Without him, these fine games would have been lost for ever. Great, then, is the obligation we are all under to his name, for thus constantly attending at his post—the scribe, the herald of the war. It is no light thing to sit daily five or six hours, during a period of months, to watch games playing, and write them down. Mr. William Greenwood Walker has been taken from us long since. He died full of years. We could "well have spared a better—aye, *many* a better—man."

Mr. M'Donnell was the Chess-divinity of Mr. Greenwood Walker's worship, and the neophyte was never far absent when the "padrone" was in the field. It was laughable to see the old gentleman so constantly and pertinaciously fixed at M'Donnell's right hand, with "spectacles on nose," and paper and pencil in fingers; never speaking, and hardly daring to breathe, lest he should cause the conceptions of his master to miscarry. When the game ran in M'Donnell's favour, Mr. Walker's features were lighted up into a pleasing smile of benignity;—when fortune frowned on his hero (and she *would* frown sometimes, particularly when the rival, who courted her favours, was La Bourdonnais)—Mr. Walker looked, I will not say daggers, but assuredly pins and needles on the Gaul, and on all around who appeared to sympathize with France. Mr. Walker was a humourist in some little points, but, as I have said, the most useful man that was ever member of a Chess-club.

I intend to be the more particular in presenting what may be termed the statistics of the games played by M'Donnell and De la Bourdonnais,

as they have been on many occasions so erroneously stated. Writers of these latter times have assumed that they were all comprised within two, three, or four matches. Be it mine to state the exact and full truth. During the time they were playing, I visited the club daily, and took some of the games down, move by move, as they were played; relieving my worthy namesake thus occasionally at his post. At the close of each day's play, the notes of Mr. Greenwood Walker were kindly placed at the disposal of Mr. Lewis and myself; who thus were enabled to get the games in a complete shape. I have them all by me, as I wrote them out at the time—in the exact order they were played, and classed according to the actual matches of which each one formed a part. An extraordinary error has been committed by certain continental scribes in putting Mr. M'Donnell down, without "why or wherefore," as a Scottish Knight. Mr. M'Donnell was an Irishman, born at Belfast, where his father, Dr. M'Donnell, a physician, resides up to this present moment of writing (October, 1843).

It is worth noticing, that in the playing of important matches, care should be taken to prevent spectators from pressing closely around the players. A space should be roped off with a silk cord, or some such protector, and the naturally anxious friends of the parties should, with certain necessary exceptions, be content to watch the progress of the game on a duplicate Chess-board in another room. During the first games played by De la Bourdonnais and M'Donnell, the latter especially suffered from the very inconsiderate crowding around of spectators; to which De la Bourdonnais was comparatively indifferent, from the circumstance of having been more accustomed to the varied accompaniments and forms of sound with Chess. He who had played in public for so many years in Paris, might well feel equally cool, studying his moves amid the spray of Niagara, or the quiet of a hermit's cell. I am bound to say we have greatly improved in this branch of Chess-manners, and may now more reasonably feel that we deserve the title constantly given us in France, of "the best lookers on in the world." Such was not, however, always the case. I recollect personally witnessing the *entrée* once of one of my dear countrymen into the club-room while M'Donnell and De la Bourdonnais were engaged in one of their most trying positions. Our friend first shook hands with each of them, and then thrusting his figure between them, took a deliberate survey of the board, resting with his two hands in the middle of the pieces. However, after merely half a dozen questions, such as "Is this your first game to-day?"—"That Rook seems in the devil's own mess," and "Whose move is it?"—he suffered the game kindly to proceed: for which the parties felt doubtless due obligation.

The first match, then, was made between De la Bourdonnais and M'Donnell, of 21 games; all the games to be played out, exclusive of draws; and

the two candidates for Chess honours sat down to their first game in the presence of a large concourse of amateurs; the scene of action being the Westminster Club in Bedford Street. This match commenced in June, and was finished during July, 1834. The combatants generally met about 12 or 1 o'clock, and played till 6 or 7, several times adjourning a game till next meeting. They played nearly every day, Sundays excepted.

Many of the games lasted long—long hours; but the exact time of duration of each was not noted down. I have seen M'Donnell an hour and a half, and even more, upon one move; and I once timed La Bourdonnais fifty-five minutes. M'Donnell was incomparably the slower player; consuming, I calculated, on an average, three fourths, or very nearly so, of the whole time occupied, on his own moves. He was uniformly tranquil, patient, good-tempered, and silent, whether studying his own move, or awaiting his turn to play. His adversary, on the other hand, with the mercurial temperament of his lively country, talked and laughed a good deal at intervals, when winning, and swore tolerably round oaths in a pretty audible voice, when fate ran counter to his schemes. La Bourdonnais also lost temper, occasionally, under the protracted calculations of his cooler adversary; and expressed his dislike at the great time they occupied, by sundry very plain gestures and shrugs. As La Bourdonnais spoke no English, and M'Donnell no French, we may safely take it they had little conversation together. The word "check" was, I believe, nearly the sole phrase that ever passed between them; "mate" being seldom waited for, or when given, expressed simply by a friendly smile. Rochefoucauld well says, that in the misfortunes of our best friends there is a something not unpleasing to us! Rochefoucauld must have been a Chess-player!

The move in the first game was cast lots for, and won by De la Bourdonnais. The game was drawn, after a most arduous struggle. According to the English law, a drawn game being no game in certain respects, De la Bourdonnais again played first.

The second game was drawn! The third game was drawn! In each of these three games the French champion had attacked with what we term the Queen's Pawn two opening, in different modifications. The parties rested on their arms, and the interest of friends naturally increased as to the future. These games had each lasted nearly 60 moves—a very unusual length. M'Donnell's friends began to think De la Bourdonnais had been overrated, and M'Donnell himself told me, at this point, that whereas he had been nervous at the commencement of the match, he now felt confident of ultimate success. "De la Bourdonnais has had the move," said he, "each time, and yet has done nothing. When the move is mine, and I am able to attack with my Bishop's Gambit and Evans game,—then you'll see!"—"But perhaps he may play King's Pawn one," remarked a bystander. M'Donnell replied that he wished this, as he had a new mode

of manœuvring to meet that *debût*; adding, that win or lose, nothing should tempt him, himself, to play so dry a game as King's Pawn one; and this he ever most nobly and gallantly persisted in.

La Bourdonnais, on his part, appeared to be staggered and surprised at his vivid attacks having been so completely foiled. "M'Donnell is the greatest player I have ever encountered," said he to me; "but patience, *nous verrons!*"

The fourth game De la Bourdonnais opened "en Giuoco Piano;" caught his adversary at a disadvantage, brought up all his force of skill to the calculation, and mated M'Donnell the 31st move. "Che va PIANO, va sano," laughed the Gaul.

But M'Donnell won the 5th and 6th games, and was thus the victor on the first half dozen parties of the match.

Too much detail were tedious—De la Bourdonnais threw his whole soul into the struggle, and of the 21 games comprising the first match, won no less than 16 to 5! Other four games were drawn, making the total number played in this match 25. The friends of M'Donnell were, however, far more dismayed at the great disparity at the close, than was he himself. He frankly told me he considered the Frenchman the better player; but believed his own powers were sufficient to come up with him in time.

A great number of the games in this match consisted of Queen's Gambits, played by De la Bourdonnais; in which M'Donnell persisted, most erroneously, in taking the offered Gambit Pawn, and thus exposing himself needlessly to a murderous attack. With the powers of genius, he possessed also its firmness, amounting too often to mere obstinacy. Nothing could induce him to evade the Queen's Gambit. It is worthy of remark, that M'Donnell introduced his Bishop's Gambit three times during the match, and always lost it. De la Bourdonnais was the first to show us that the real defence of this game turns on second player's not regarding the being compelled to move his King to the Queen's square, at a certain point of the opening.

I find among my Chess-papers a letter of Mr. M'Donnell's, addressed to me during the playing of this match, in answer to one in which I had entreated him to change his mode of meeting the Queen's Gambit and the King's Pawn one game; from which document I here extract;—

* * * * * "I am much obliged to you for your very friendly letter. * * * * * I acknowledge I am sensitive and nervous in playing, more on account of the kind partiality of friends, than from personal anxiety about the games. I cannot get over this, and I fear it will be fatal to my success. Let us not, however, underrate the Frenchman's powers. He is the most finished player of the age, and all I can expect is to play up to him after some practice. The openings may not be happy, but how can you mend them? I broke down in my Bishop's Gambit, the game of all others I most relied upon, and possibly it would be the same with any other

attacking game. The fact is, practice of a superior kind is indispensable to form a first-rate player. I am sure La B. will play K. P. one sq. in all the games, until he gets the ascendancy. You may think it odd, but I cannot mend my opening. * * * On the whole, the K. P. one sq. is a most perplexing game, and I think all the ways laid down in the books give the 2nd player the best game * * * &c."

Reference to the games themselves will but prove the fallacy in which M'Donnell indulged, as to the King's Pawn one game. He had struck out a sort of pet scheme, from which nothing could induce him to depart. This turned on bringing out his Queen's Knight, first to Rook's third, and then to Q. B.'s second; not regarding the being forced to play his King. He did not sufficiently observe that his centre was weak, through the King's Pawn being so far advanced; and would not admit the great force of La Bourdonnais's game, consequent partly upon the new move the latter had introduced of playing K. B. P. one sq. These technicalities can require no apology on my part, being addressed exclusively to players of a certain degree of force. Too late, M'Donnell gave way to the counsel of his friends, and we find him finally shaping the King's Pawn one game so as to come fully equal out of the opening. I am far from seeking to detract from the fame of De la Bourdonnais, and honestly believe him to have been the stronger player of the two; yet if we deduct from the score the Queen's Gambits, and King's Pawn one games, in which M'Donnell, through persisting in risking openings rotten for him at their very cores, gave away gratuitously an advantage fully equal to a Pawn;—I say deduct all such from the reckoning, and the balance would show quite a different figure. In comparing the two players, it is quite fair to dwell upon this point. The match was, however, over, and our champion fairly beaten. The way in which M'Donnell met his defeat was to demand his revenge, and a second match was instantly made, to consist of nine games, exclusive of draws. The second match was played in July, 1834; in fact I may state once for all, that the various matches I am about to enumerate, of which the one celebrated war was composed, were all contested during the summer and autumn of 1834.

M'Donnell commenced the first game of the second match by playing boldly the Evans Gambit. It was new to De la Bourdonnais, and our countryman won the game. The French champion told me that he here purposely declined playing again for two or three days, during which time he sedulously analysed the novel *début*, and made up his mind upon its merits, both as to its strength and weakness. De la Bourdonnais was not a man to be caught tripping twice. His great success in the first match made him perhaps play with less energy in the second, which was won by M'Donnell—five to four—and no draws. The British player naturally gained again in confidence from this very honourable result; and the third match was looked forward to by the friends of the parties with renewed interest.

The third match comprised in all 12 games, there being one draw; and was stipulated to consist of 11. It was won by De la Bourdonnais, six games to five; and this difference is so slight, that again is M'Donnell entitled to all honour for his energetic rallying after the primary severe defeat.

M'Donnell, always full of enterprise in Chess, having the move in this match, commenced the first game as a Muzio Gambit, and won it after a long and hard struggle. He attempted in the fourth game to play the Queen's Gambit himself, for the first time, but his wily foe answered the move of Queen's Pawn two with K. P. one; and thus declined the cartel offered. The conquering game of the match (each party had won five) was a spirited Bishop's Gambit proffered by M'Donnell, and surrendered only after a hard fight. Some of the best judges considered M'Donnell's openings too hazardous. In the third match he had five times played the King's Gambit!

As the contest went on between these renowned artists, it was curious to mark in how much bolder a style they played than in the introductory games. Like two haughty knights throwing away helm and shield, each appeared to disdain defence, provided he could strike his opponent a home blow with sword or axe. Increased brilliancy was developed, and the spectators saw with surprise that even the sacrifice of a piece was not counted much, provided the repayment of the obligation seemed probable. The word ran throughout the club, "This is indeed Chess!"—In reviewing the games it is astonishing to see how few things are overlooked. Still, the surly critic may exult in detecting occasionally a gross miscalculation; and I have heard it well remarked, that a player of equal force in other respects, but who in a hundred games could never be once found to stumble, would be capable of giving De la Bourdonnais the Knight! A profound admirer of Philidor, I own I do not see in his recorded games any efforts of Chess skill superior to those developed by M'Donnell and his compeer.

The fourth match was to consist of 11 games; and of these De la Bourdonnais won eight to three, thus resuming in some respects his original high "vantage ground." This match yielded also the large proportion of seven drawn games; thus making 18 in all. We find De la Bourdonnais coming out in the fourth match for the first time with the Evans Gambit; playing that attack six several times, and thus turning his rival's own weapons against him. It would seem that, conscious of his superiority, he suffered his terrible Queen's Gambit purposely to rest awhile.

Twelve games constitute the fifth match, one only being drawn. Of the remaining 11 La Bourdonnais wins seven to four; a most decisive victory. The play in this match was of the same brilliant kind as in the former, both combatants frequently using the Evans' assault; on which splendid opening so much light was thrown by these matches, both as to its strongest methods of attack and defence.

The sixth and last match was never finished—nine games only being played, of which De la Bourdonnais won five to four. The match was suspended, owing to the Frenchman's being obliged to leave London for Paris on business, and his opponent's being equally forced by circumstances to make a visit to his native town, Belfast. These honoured rivals for Chess-fame never again met. Mr. M'Donnell died the following year, to the irreparable loss of the Chess-world, at the early age of 37; and his conqueror has since followed him to the grave, aged only 43;—by a somewhat extraordinary fatality they were both interred in the grounds of the Kensall Green Cemetery. There are their battles over—there do they "sleep well," in the peaceful and solemn union of the tomb.

"Oh! strict and close are the ties that bind
In death the children of human kind.
Yea, stricter and closer than those of life;
'Tis a neighbourhood that knows no strife.
They are noiselessly gathered—friend and foe—
To the still and dark assemblies below.
Without a frown or a smile they meet,
Each pale and calm in his winding sheet;
In that sullen home of peace and gloom
Crowded, like guests in a banquet room."

BRYANT.

It is not my intention here to go at great length into a dissertation on the relative merits of these mighty Chess Champions. The games are in print; let them speak for themselves. Of the last twelve games played, M'Donnell won no less than eight; from which at least this inference may be gathered, that on a second 80, the disproportion would have been less at the close. But it does not fairly follow, that the presumption is M'Donnell would have been the winner in a second 80 games; because it may be justly conceived that De la Bourdonnais relaxed in his efforts, however slightly, from his having proved his superiority. A winner always plays to the greatest advantage, having, in case of defeat, a long line of conquests on which to retreat. De la Bourdonnais disliked trouble, and took all things as lightly as the world would let him.

Deducting, as the candid observer must do, some part of the discredit of M'Donnell's defeat, on the score of his pertinacity in playing two openings, the King's Pawn one, and Queen's Gambit, with the very elements of failure entailed in their constitution, we still cheerfully admit the superiority of De la Bourdonnais. His blows are dealt with greater vigour; his stratagems are better timed; his powers of counter-attack more forcible; his judgment of position sounder. In the one point, the managing of Pawns at the close of a game, I fancy the palm must be yielded to M'Donnell; the latter also conducts a difficult defence with greater patience, and wider resource under extreme pressure. This was in the temperament of the men. Some of the games drawn by M'Donnell, appa-

rently against all human probability, are among the finest specimens of Chess-defence ever imagined by the brain of genius.

Had De la Bourdonnais and M'Donnell played a second 85 games, I believe the star of the former would have still been in the ascendant, in something like the proportions of 45 to 50, against the minority. Had they played, however, 500 games, I think there was sufficient Chess in our countryman to bring him honourably and well up to De la Bourdonnais. The Frenchman had undergone a drilling, the advantages of which M'Donnell never enjoyed. Des Chappelles had played many hundred games with De la Bourdonnais, though chiefly at that curious variety of Chess known as the game of the Pawns; while M'Donnell had never before played on equal terms with an artist of his force. De la Bourdonnais had therefore attained that high "pitch of pride," which can only result from repeated trials with a superior player. The grave, however, has closed upon these two great Chess-artists; and all speculation upon what would, might, could, or should have been, becomes indeed "vanity and vexation of spirit."

I have said that M'Donnell was by far the more laboured player of the two; dwelling on the moves, occasionally, till the sense of sight in the looker-on ached with the sickening of hope and expectation. Latterly, however, M'Donnell improved considerably in this respect, playing much quicker than in the commencement. No greater proof could be adduced that his full force was never attained throughout these matches.

Proceeding now to sum up—I find that, according to my memorandums, the total number of games played was 85, of which number there were 13 drawn, De la Bourdonnais winning 46 to 26. I have stated elsewhere that these matches comprised 88 games. There is, indeed, a slight doubt as to the exact number played in the last match; such doubt involving, however, only one or two games, and therefore hardly worth naming. The papers of Mr. William Greenwood Walker would perhaps have afforded, on reference, mathematical accuracy upon the point, but he too has "shuffled off this mortal coil" since the year 1834. My own memorandums, made at the time, give the numbers I have quoted.

These games, taken as a perfect series, furnish some curious statistics, to be touched upon with advantage. I shall be brief, while I sketch their most prominent points.

Is the first move an advantage, or not? Perhaps some light may be here thrown on this important question. Of the 72 won games (the draws are out of the question) I find that the first move wins 39 times, and loses 33. But I still am not prepared to say that the first move is an advantage, unless, in answer to King's Pawn two, second player likewise comes forth with King's Pawn two;—or replies with Queen's Pawn two, to Queen's Pawn two. Several new openings have appeared on the scene since 1834, and the second player may now assuredly meet the move of King's Pawn two, by playing King's Pawn two also, with far greater chance of success

than he could have done before the period at which M'Donnell played. Still I think first player has a slight advantage (besides the being able to ensure equality of opening, and to choose his *debût*), if, in reply to his leading move of King's Pawn two, second player comes out with King's Pawn two also; but if the latter play King's Pawn only one square, or Queen's Bishop's Pawn two squares, the first move is altogether valueless, and the combatants commence on terms of strict equality. The dry character of the games, however, mostly springing from the King's Pawn one opening, justly makes amateurs prefer incurring the very slight risk involved by the adoption of a bolder course of action.

Of the 13 drawn games, De la Bourdonnais had the move in eight; and his opponent of course played first in the remaining five. Three of the draws were King's Pawn one opening, De la Bourdonnais being consequently second player, since M'Donnell never played the King's Pawn one *debût* throughout the matches. Three of these 13 were also Evans Gambits, in two of which De la Bourdonnais had first move. Three were Queen's Pawn two openings, all commenced by the Frenchman: one a King's Gambit played by M'Donnell, and one a Queen's Gambit by his adversary; the remaining two parties being both a species of Giuoco Piano led off by the Gaul.

Let us now analyze the characters of the 72 won games, dropping the drawn games altogether, as done with, at least for the moment.

Of 15 Queen's Gambits played by De la Bourdonnais, he won 11 and lost only 4. M'Donnell persisted in taking the Gambit Pawn, and thus gave himself over, bound hand and foot, to his enemy. The Queen's Gambit ought to be constantly evaded, and not accepted. The sacrificed Pawn is a "Greek gift" indeed!

The King's Pawn one yields us 20 specimens of won games; all played by De la Bourdonnais; he winning 13 to 7.

In the Evans Gambit, the French paladin proved himself equally successful. Of 20 games he here again wins 13 to 7. Indeed, De la Bourdonnais here perhaps may be said to win his brightest laurels, since the opening was altogether new to him; while M'Donnell had practised it (giving odds it is true) for several years. The Paris Champion invented several novel methods of attack in this fine game; but of 20 games played at the Evans opening now, by two quite first-rate players, it is certain the attack would have but little chance, a complete system of defence having been primarily discovered during the last eight or nine years; consequently it must be ever admitted, upon our experience acquired from the games before us. De la Bourdonnais played first in 14 of these 20 games. The first move won no less than 15 of these 20 games, thus proving the once potency of this now somewhat "passée" attack.

Of five regular Bishop's Gambits led off by the London Champion, we find him losing—five! De la Bourdonnais was far too wily to risk this treacherous and superficial *debût* on his own part. These games first established the correct defence to the Bishop's Gambit.

Seven won games only result from the Giuoco Piano; and these are mostly of an irregular class. Of these seven, M'Donnell wins five. It seems here as if he were playing on known ground. De la Bourdonnais has the move in five of the seven games. Of the two games begun by M'Donnell, he won one and lost one. In both these specimens he follows Philidor's plan, of sallying forth with King's Bishop on the second move, instead of Knight.

Three won games occur, all commenced by M'Donnell, of the family of the Muzio Gambit. Of these, our countryman wins two, and loses one. All three rest upon that splendid variation of the Muzio first introduced by Mr. M'Donnell, which turns on bringing out Q. Kt. to Q. B.'s third, in preference to Castling when second player pushes Pawn on K. Kt. De la Bourdonnais gave unqualified praise to this original and magnificent attack.

Our number of 72 won games are made up in tale by two ordinary King's Gambits, both commenced by Mr. M'Donnell, of which each party gained one.

And here rests my pen, fearing to wear out the patience of our kindly readers. It was a custom of old, among certain warlike tribes and nations, that when a chief fell in battle, his followers reverentially marched past the place of his rest, in single file, each man dropping a stone on the grave, and thus finally raising a lofty mound to the memory of the departed great. I have cast my pebble upon the pile.

GEORGE WALKER.

17, *Soho Square, London,*
October, 1843.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our last Number.

No. 189.

White.	*Black.*
1. Q. takes K. B. P. (check)	1. K. to Kt.'s square
2. Q. to K. Kt.'s seventh (ch.)	2. K. takes Q.
3. Kt. to Q.'s fifth (discov. ch.)	3. K. to Kt.'s square
4. Kt. to K. B.'s sixth (check)	4. K. to R.'s sq., or Kt.'s second
5. Kt. takes Q. (discov. check)	5. K. to Kt.'s square
6. Kt. to K. B.'s sixth (check)	6. K. where he can

White.	*Black.*
7. Kt. takes R. (discov. check)	7. K. to Kt.'s square
8. Kt. to K. B.'s sixth (check)	8. K. where he can
9. Kt. to Q.'s fifth (discov. ch.)	9. K. to Kt.'s square
10. Kt. MATES.	

No. 190.

White.	*Black.*
1. Q. to her B.'s seventh (check)	
2. Q. to B.'s sixth (check)	
3. R. to Q. Kt.'s seventh (check)	
4. R. to Q. B.'s seventh (check)	
5. R. to Q. B.'s eighth (check)	Black's moves being all forced,
6. Q. to Q. R.'s eighth (check)	it is unnecessary to give
7. R. to Q. B.'s sixth (check)	them.
8. Q. to Q. R.'s sixth (check)	
9. B. to K. B.'s eighth (check)	
10. R. to K. R.'s fourth (check)	
11. P. MATES.	

No. 191.

White.	*Black.*
1. Q. to K.'s eighth (check)	1. B. to his square
2. K. to B.'s sixth	2. K. to Kt.'s square
3. Kt. to B.'s third	3. K. to R.'s square
4. Kt. to K. Kt.'s fifth	4. K. to Kt.'s square
5. Q. to K.'s sixth (check)	5. K. to R.'s square
6. K. to K. B.'s seventh	6. B. to Kt.'s second, or R.'s third
7. Q. to K.'s eighth (check)	7. B. to his square
8. P. MATES.	

No. 192.

White.	*Black.*
1. Q. to her B.'s eighth (check)	1. K. to B.'s second
2. P. one (check)	2. K. to B.'s third
3. Q. to K. B.'s eighth (check)	3. R. to B.'s second (*best*)
4. Q. takes R. (check)	4. K. to his fourth
5. Q. to B. fifth (check)	5. K. to Q.'s fifth
6. Q. to her fifth (check)	6. K. to Q. B.'s sixth
7. Q. to her Kt.'s third (check)	7. K. to Q.'s fifth
8. Q. to B.'s fourth (check)	8. K. to his fourth
9. Q. to her fifth (check)	9. K. to B.'s third (*best*)
10. Q. to K. B.'s fifth (check)	10. K. to Kt.'s second
11. Q. to B.'s seventh (check)	11. K. to R.'s square
12. Q. to B.'s eighth (MATE).	

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